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M. MOLYNEUX '99

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PS2/BACK

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entertainment

SOUL FIGHTER 2





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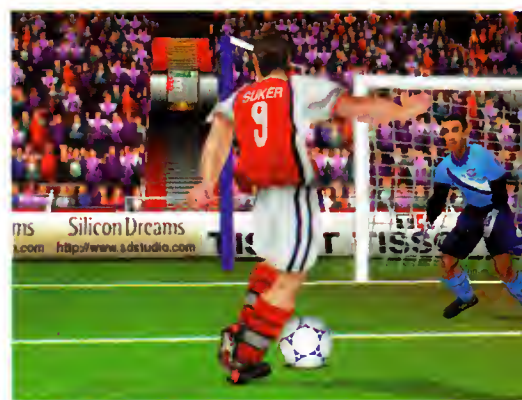


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contents

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Welcome to your dream

Editorial

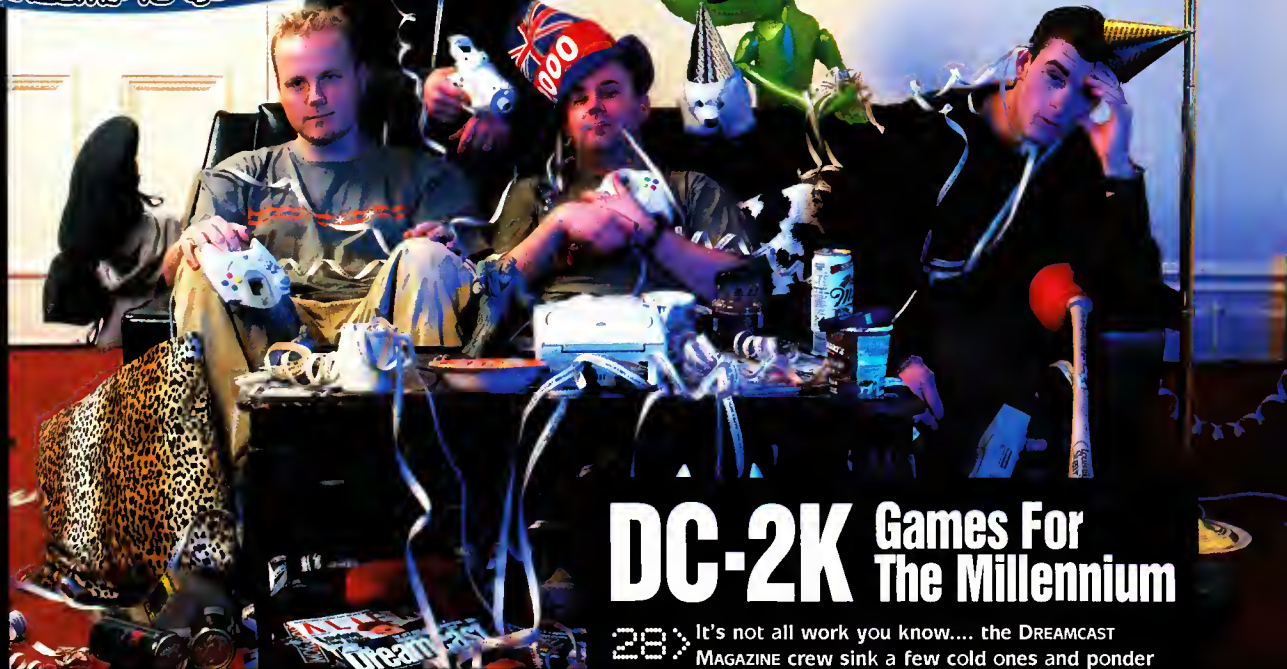
> **The Japanese are a funny bunch aren't they?** However, without them we'd never be able to enjoy music on the move and when we want new-fangled home entertainment equipment we look to our eastern chums. The same can be said for games. Apart from the fact that our games consoles – the Dreamcast included – herald from the land with a perpetually ascending sun so do the vast majority of great games. Often, Japanese games developers seem to provide us with, not only the most visually impressive games but also the most unique gaming experiences. It also seems that Japanese games developers are not afraid to offer original games that buck the trend of the raft of sequels that western developers seem to chuck in our direction.

This, month is no exception and in-between tweaking your favourite Dreamcast magazine we've been playing the best game we've managed to get our grubby mitts on in ages. The game in question is *Chu Chu Rocket!* This is a game that few importers bothered to order – due to the fact that graphically, it looks a little dated (which says something about UK gamers priorities, methinks). However, what *Chu Chu Rocket!* does have, is gameplay to die for, moreover, it is addictive and mind-numbingly frustrating. It's just the sort of game that the Dreamcast needs every month to keep us gamers happy.

Let's just hope that *Chu Chu Rocket!* gets a UK release soon, or would you prefer another soulless, but familiar sequel? Maybe the Japanese aren't so mad afterall...

Enjoy the mag and take it easy on the stairs.

Simon Phillips
Editor



DC-2K Games For The Millennium

28 > It's not all work you know.... the DREAMCAST MAGAZINE crew sink a few cold ones and ponder on what tasty morsels the Dreamcast will have to offer come the dawning of Y2K.

Features



24 > The game that we've all been waiting for is here in the UK. We sent our very own Alex Warren to find out just why *Crazy Taxi* is the racing game that you just can't get enough of.

Soul Calibur/Namco

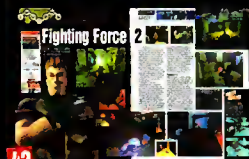
36 > Having just announced that they are about to release yet more stunning games for the Dreamcast, we immediately tracked down Namco's Teruaki Konishi to find out exactly what they're up to.



AT A GLANCE

red hot GAMES

> Dreamcast gaming doesn't get any better than this, and just to prove it, here's this month's hotter than hot issue at a glance...



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Contents

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04

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Dreamcast

magazine

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Reviews

40 Despite the fact that Sega's release schedule seems to change on an almost daily basis, we continue to strive to bring you the most comprehensive and up to date reviews to be found anywhere. As always, our reviews are the only ones that you should trust – look elsewhere at your peril!

Acclaim goodies up for grabs!
page 38

WIN!
One of 20 copies of NBA Showtime!
page 49

Newscast

08 Our ongoing search for all the latest games news from around the globe continues without abatement. This month in our newly extended Newscast section we've crammed more news and previews into it than you could have ever thought possible.



WIN!
A copy of Worms Armageddon!
page 22

Regulars

Dreamcast Solutions 76

Can't finish that game? Need a little bit of help? Well, our team of gaming Olympians have been hard at it all month to bring to you all the hints, tips and info that you could ever need.

Interact 91

We give you the opportunity to have your say in the Dreamcast magazine for people who love games.

Directory 104

A complete list of all the UK games that have been released to date. Before you part with your hard-earned cash you MUST consult these pages!

Dream on... 110

With our eyes firmly set on the future, we give you a peek at what's in store for the next issue of the mag.

Subscriptions 112

Look, it's simple: all you have to do is fill out the forms, send in your money and not only do you never miss out on your favourite mag but you also save money. What are you waiting for?

Dream Moment 114

In every great Dreamcast game there's at least one jaw-dropping moment. Each month we highlight one that the prognathous should avoid.

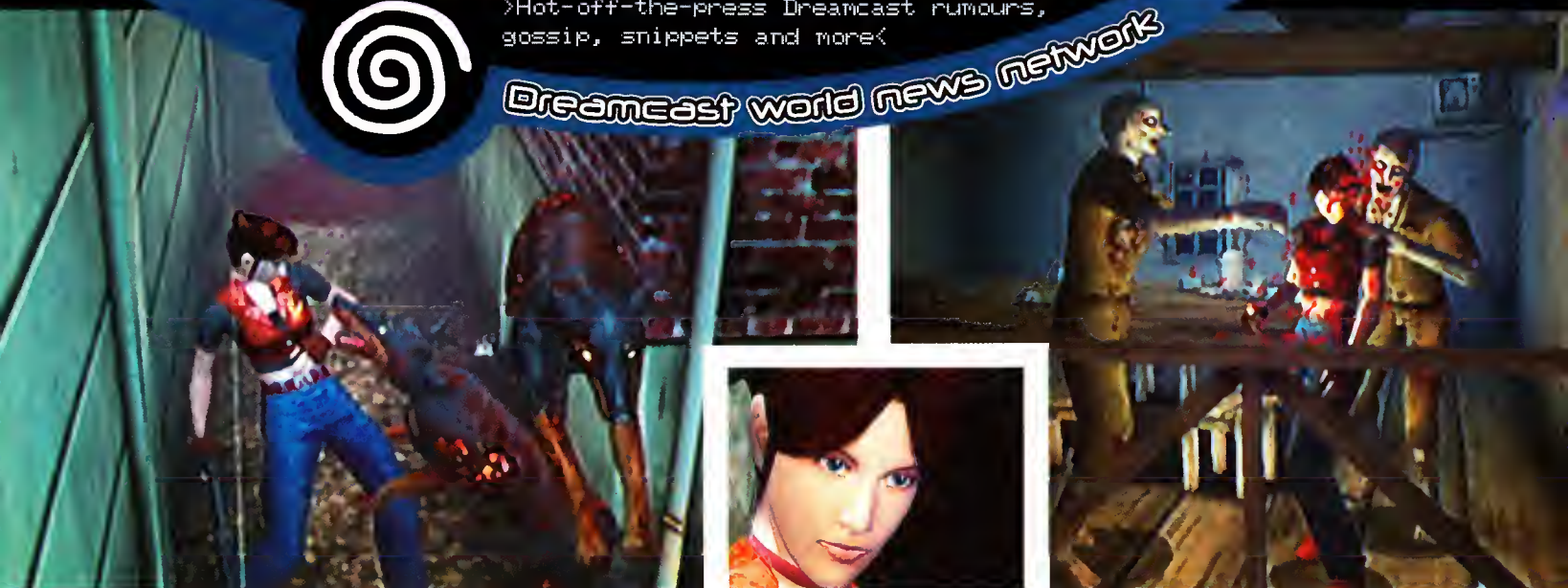
Contents

Newscast	08
Arcade Vox Pop	24
DC-2K	28
Namco Interview	36
Acclaim Competition	38
Reviews Intro	40
Fighting Force 2	42
NBA Showtime	46
NBA Competition	49
Vigilante 8: Second Offense	50
Worldwide Soccer 2000	54
Street Fighter Alpha 3	58
Worms Armageddon	60
Marvel Vs Capcom	62
NFL 2K	64
Psychic Force 2012	66
NFL Quarterback Club	68
Import Reviews	70
Chu Chu Rocket!	70
Zombie Revenge	72
Let's Play Golf	74
Giga Wings	74
Maken X	74
Jojo's Bizarre Adventure	74
Dreamcast Solutions	76
Ready 2 Rumble Guide	80
Interact	91
Mailbox	92
Reader Reviews	94
Dreaming of Connections	96
Top Ten	98
Millennium Games Awards	99
Directory	104
Stuff & Nonsense	108
Dream on...	110
Subscriptions	112
Dream Moment	114

NEWS

>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network



Eidos' Horror Double

The hammer house of Lara Croft release new screenshots of its big Dreamcast horror-hitters for spring 2000.

Resident Evil Code: Veronica

Rejoice! News regarding the Dreamcast-exclusive instalment of the phenomenally successful *Resident Evil* series has been thin on the ground of late. Apart from the usual release delay announcements, very little of *Resident Evil Code: Veronica* has been seen, but Eidos has now given DREAMCAST MAGAZINE this tasty new batch of screenshots.

The two GD-ROM adventure takes place three months after the undead

invasion depicted in the nail-biting *Resident Evil 2* (which, as fate would have it, Virgin Interactive is releasing on Dreamcast soon). Loyal followers of Capcom's terrifying franchise will no doubt be pleased to hear that they get to take control of both Chris and Claire Redfield – the stars of the original – during the course of the game.

Our brave heroine, Claire, is investigating the disappearance of her brother, which leads her

to a zombie-infested tropical island. A cursory glance at the screenshots will confirm that the now familiar forced-perspective viewpoint remains intact. However, Eidos has told DREAMCAST MAGAZINE that *Code: Veronica* will be the first *Resident Evil* game to also utilise a first-person perspective; a fully 3-D environment; a 180-degree turn to avoid enemy attacks; full polygon characters; and a variety of special lighting effects. So, are you scared yet?

Legacy Of Kain

In a severe case of 'stop the presses!' we just managed to squeeze news into our last issue that Eidos is bringing *Legacy of Kain: Soul Reaver* to Dreamcast. Further to that exciting announcement, DREAMCAST MAGAZINE is proud to present the first batch of screenshots from the Dreamcast version of Eidos' dark and disturbing 3-D action adventure.

Soul Reaver originally appeared on PC and PlayStation during autumn



BT

Bill

Soul Reaver

1999, and received an overwhelming array of rave reviews, from gamers bowled over by its immersive environments and brain-rotting puzzles. You play the part of Raziel, a vampire general who is sentenced to eternal agony after he evolves a pair of wings before his master, the titular Kain.

Since Core Design and Eidos have yet to commit to a

Dreamcast rendition of *Tomb Raider*, this announcement should go a long way in appeasing gamers' hunger for 3-D adventure puzzlers of this ilk. Eidos plans to release what the Dreamcast Magazine crew has dubbed 'Goth Raider' sometime during March 2000.



Codemasters burn rubber on Dreamcast

One of the UK's leading videogames developers has announced that it is to support Dreamcast. Whilst the exact titles have yet to be confirmed until early-2000, Codemasters did state that some of the titles will be fully Net-compatible. So, what games do we think will appear from Codies? Well, it is highly likely that Codemasters opening Dreamcast salvo will be PC ports, of which, the following are currently in development: *No Fear Downhill Mountain Biking*, *MUSIC 2000/MTV Music Generator* and *Prince Noseem Boxing*. A *Micro Machines* title on Dreamcast is also a very likely as well.

"Codemasters has an enviable reputation as one of the most innovative, respected and successful games developers and publishers in the world," proclaimed Codemasters' Nick Wheelwright. "It is a thoroughly exciting prospect to extend this excellence to the latest next generation format. With Dreamcast, Sega has demonstrated that it can excite the current-day consumer and Codemasters will be fully committed to creating software that will, as always, be both compelling and thrilling to that consumer."



BIG ISSUES

Thumb directly to the biggest newspieces via NewsCast's guide to the biggest Dreamcast issues... get reading!

Shenmue

Sega's 'killer app' has a new release date!



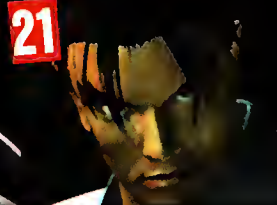
Berserk

Check out some ultra violent hack action.



Namco

What next after *Soul Calibur*? Find out here.





continued

THE RUMOUR MILL

Tony Hawk Grinds On Dreamcast

> The excellent *Tony Hawk's Skateboarding* on PlayStation is rumoured to be in development for Dreamcast. We here at DREAMCAST MAGAZINE aren't ashamed to admit that we have dabbled in the delights of Tony, and are praying that Activision is indeed working on a conversion... or an all-new rendition of *THS*!

Mod Chip Hits Home

> Apparently a mod chip for the Dreamcast has been developed - the device allows Japanese and American games to be played on a PAL machine. The chip needs to be soldered into the Dreamcast and automatically invalidates your warranty. Also, the process is somewhat dodgy, as many of the fitters aren't qualified technicians and might bust your Dreamcast. Exercise caution, we say.

Fishing Trip Delayed

> Contrary to our review of *Sego Boss Fishing* in last month's issue, the game will not be making an appearance before Christmas. For some reason, unbeknownst to us, Sega has delayed the game's release until 'early next year'.

Success For Dreamcast

> News has broken on a forthcoming Dreamcast game from Success. The game is to be a port of the hit PC game *Ring: The Legend of Nibelung*, which is currently in the midst of conversion and should be with us sometime during 2000.

Sega Hit The Slopes

> Sega Europe has announced a joint marketing initiative with ski and snowboard manufacturers Salomon in the run up to the release of snowboarding game *Snow Surfers*. The game will benefit by featuring merchandise from both Salomon and its clothing division Bonfire.

DC Online

> An unofficial report regarding the numbers of Dreamcast owners who are using the console's Online capabilities has recently been published. The report states that there are over 400,000 Japanese Dreamcast owners who use the console for Internet surfing as well as 200,000 in Europe and America. All this in spite of the huge problems that European gamers have had in logging on.



UPDATE

Shenmue Released Early!

Now Out 29 Dec '99 In Japan

In a welcome break from tradition, Sega Japan

announced that it had brought the release date of *Shenmue* forward by four months, from April 2000 to 29 December 1999. We're used to seeing highly-anticipated games slip further and further down the release schedule, so it fills us with winter warmth that we will finally get our woolly-mitted hands on this little gem just before we usher in the new Millennium.

Sega perhaps realised that it would have been a risky move to release its

most important game after Sony launches its PlayStation2 console in Japan on 4 March, and that the effect the game will have on the Japanese games market will be amplified due to the lack of competition it will face at the turn of the Millennium.

The Japanese stock market backed up Sega's decision as the company's stock price rose 5% following the announcement. The stock exchange also stated that *Shenmue* was as important to Sega's Dreamcast as *The Legend Of Zelda: Ocarina Of Time* was

to the Nintendo 64. Sega Japan is expecting to shift over one million copies of the game in its home territory and over 4.5 million copies worldwide.

DREAMCAST MAGAZINE will be heading over to Japan to be one of the first to buy it when it hits the shelves on 29 December. Eh? What do you mean that we can just as easily order it from our local importer? Humph! Bang goes an all-expenses trip to the videogame capital of the world then. Expect a review in the next issue.



HOT BITES

> Sega bringing the release date of *Shenmue* forward by four months. Now how about that for a new Millennium celebration?

> Sonic Team producing the sublime *Chu Chu Rocket*! Now, who would have thought that a game that looks so retro, could be so good?

> It's the Dreamcast's first Christmas here in the UK. It looks like Sega's new console should do rather well over the festive season.

COLD CUTS

> Mad Magazine listing the Dreamcast as one of the dumbest things of 1999. We guess those crazy kids should stick with their aged PlayStation and Nintendo 64s then.

> PlayStation2 bores. Yes, we know that technically the PlayStation2 may well be more powerful, but it hasn't come out yet, and Dreamcast is here... now! Chill, you mooks.

> *Holy-Life* and *Ouoke III Arena* not being officially confirmed for Dreamcast as yet. Come on guys, we've heard the rumours, you know you want to!

Dreamcast Goes Bang

> Project Two Interactive has confirmed that it is in the process of developing Big Bang for the Dreamcast. As a starfighter pilot, you must rid the universe of its evil dictator (sound familiar?) but it won't be appearing on the console until sometime later in 2000.

Acclaim Wrestling

Acclaim may have lost its licence to produce videogames based on the World Wrestling Federation, but fans of sweaty blokes in tights need not fear, as the canny publisher has since invested in Extreme Championship Wrestling. Part of the deal means that Acclaim can produce videogames based upon ECW, the first of which – *ECW Hardcore Revolution* – appears on PlayStation and Nintendo during February next year, with a Dreamcast version to follow.

The game will feature the current ECW champion Mike Awesome, as well as Rob Van Dam, Sabu, Tommy Dreamer, Raven and Francine. They may not be familiar names on this



side of the pond, but come next year, Acclaim is hoping that UK gamers will be familiar with them as they are with the likes of The Undertaker and Stone Cold Steve Austin.

In addition, *ECW Hardcore Revolution* will feature the sadistically-titled 'barbed wire match', where players substitute ring side ropes with barbed wire. So it seems that those of you expecting the same 'wholesome' family wrestling fun will be in for a surprise, as Acclaim is expecting the equivalent of a 15 rating in the US, due to the game's adult language general content. We like it already.

Sonic In Your Pocket

Sega has signed a deal with SNK, the producer of the up-and-coming handheld Neo Geo Pocket Color, for a Sonic The Hedgehog game on the portable games console. Whilst it may seem unusual for Sega to team up with a rival publisher, you have to remember that it's been a number of years since Sega's Game Gear handheld bit the dust. So, rather than

starting from scratch and go up against the mighty Nintendo Game Boy, Sega plumped for the more astute route of allying itself with 'risk-taker' SNK.

Sonic The Hedgehog: Pocket Adventure is loosely based on the blue hedgehog's adventures in the original *Sonic 2* on the Mega Drive. It features time trials and puzzles, as well as a dual room where you can race against another player via a link-up cable. This new deal further strengthens the relationship between the two companies, following on from the compatibility of Neo Geo Pocket Color's *King Of Fighters* with the Dreamcast version, making future co-operation a virtual certainty.

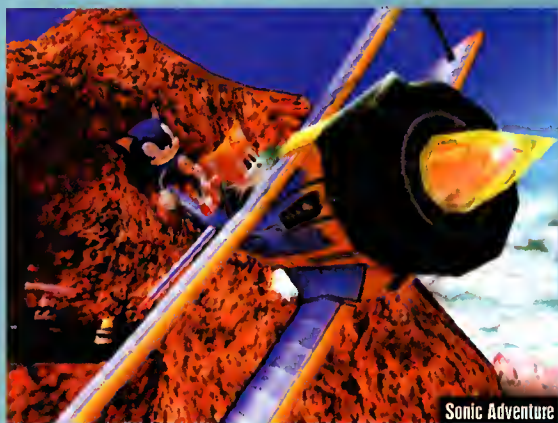


Soul Calibur

Dreamcast Charts

The first of DREAMCAST MAGAZINE's regular spotlights on what's hot and what's not on the UK Dreamcast software scene.

This Month	Last Month	Game	Publisher	DM Score
1	-	Soul Calibur	Sega	94%
2	-	Sonic Adventure	Sega	90%
3	-	Worldwide Soccer 2000	Sega	62%
4	-	Ready 2 Rumble	Sega	90%
5	-	House Of The Dead 2	Sega	91%
6	-	UEFA Striker	Infogrames	82%
7	-	Sega Rally 2	Sega	91%
8	-	WWF Attitude	Acclaim	41%
9	-	F1 World Grand Prix	Sega	89%
10	-	Tokyo Highway Challenge	Crave	73%



Sonic Adventure

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Total Game Boy Color

ISSN: 1464-5909
What goes best with left-over turkey? TOTAL GAME BOY COLOR! This Christmas special is packed to bursting with festive treats including bumper reviews for Mario Golf, Eorhworm Jim 2 and Rugrats: Time Travelers plus loads of composites to win some cool stuff!



Dreamcast Solutions

ISSN: 1466-2390
Your Dreamcast magazine collection isn't complete without a copy of DREAMCAST SOLUTIONS! This issue has a complete special moves list to *Soul Calibur* plus walkthroughs for *Ready 2 Rumble*, *Boxing*, *Toy Commander* and *Blue Stinger*.



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DESTRUCTION DERBY 3
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ISSUE 57 AVAILABLE NOW

Jap News



Virtua Fighter 4 Before Summer 2000?

▶ In a recent interview within a Japanese gaming publication, leading Sega developer Yu Suzuki revealed that he was working on a new fighting game which will have the number 'four' in its title.

Gee, can you guess what it might be? Hmm, whilst it may come as no surprise that Sega is inevitably developing *Virtua Fighter 4*, what does fill us with unmitigated joy is the suggestion that Suzuki is considering utilising the facial and animation technology used in *Shenmue*.

When could we expect to see such a potential *Soul Calibur* detractor? Well, within the same interview, Yu Suzuki elaborated that he would like to see his forthcoming fighter out before the second chapter of *Shenmue* is released. Considering that the first part has been brought forward to late-December, and the second was last scheduled to come out during summer 2000, could mean that *Virtua Fighter 4* will hit the shelves before the summer.

Sega Offers Mega Drive Classics

▶ Sega Japan is planning to offer Dreamcast owners the

opportunity to download and play some of its classic Mega Drive games, as well as software from the ill-fated PC Engine produced by NEC Home Electronics. Scheduled to begin during spring 2000, Sega Japan declares that its service will be the first Internet game distribution network via a home videogame console.

To access the games, Dreamcast users will need to install a special GD-ROM drive, which will allow them to store the software externally. The finer details have yet to be finalised, but Sega Japan is considering charging a few hundred yen per title (roughly a couple of quid). Before you get all excited, there are no plans to bring this service to Europe as yet, primarily because Sega Japan will need to see how it fares there first.

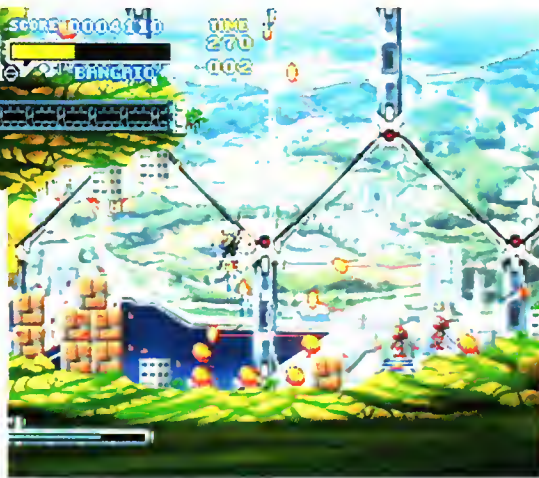
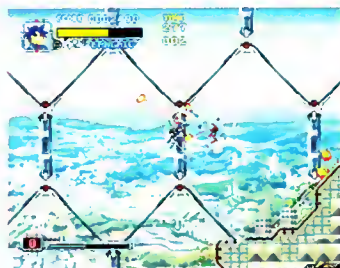


Treasure's Debut Dreamcast Title



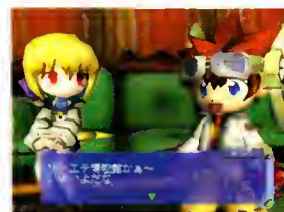
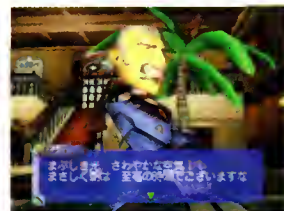
▶ Japanese gamers are getting all excited over Treasure's first software release for the Dreamcast. The long-winded (and sure to be retitled if it's released in Europe) *Bakuretsu Muteki Bangaioh* was released on 9 December, and will probably leave you

wondering why on earth the publisher bothered. You see, it is hardly next generation, and doesn't exactly push the Dreamcast to its limits, but that said, neither does *Chu Chu Rocket!* DREAMCAST MAGAZINE will bring you a review of the Japanese shooter next issue.



Sting Evolves A Second Time

▶ Whilst European gamers are set to finally receive the hit RPG *Evolution*, lucky Dreamcast owners in Japan are looking forward to the imminent release of *Evolution 2*. There are no vast differences between the two games, as can be seen in the accompanying screenshots, with the same arcadey style exploration antics well and truly intact. *Evolution 2* goes on sale late-December in Japan, and Ubi Soft – the European publisher of *Evolution* – has yet to confirm whether it will be handling the sequel.



Sakura Wars 3 Big In Japan

One of the most anticipated games in Japan at the moment is the third in the Sakura War series, *Sakura Wars 3*... and it's not even set for release until September 2000! Little is known about the game apart from that it is set in Paris, and will feature a whole host of new characters, but doubtless it will continue in the same vein as its predecessors. Here's hoping.



Sega Raided

Sega Japan's offices were recently raided by the Japanese Fair Trade Commission. The move came after a number of accusations were levelled against the company for putting pressure on retailers not to offer discounts on Dreamcasts, as well as being accused of price-fixing. The claims have yet to be substantiated, but if they were proven, then it certainly won't help Sega's reputation!

Pop 'N Music 3

With the massive success of *Pop 'N Music 1* and *2*, Konami has decided to add a third game to the series in Japan – just be thankful that they probably won't be making an appearance over here!

Lights, Camera, Action

Isao Okawa, Chairman of Sega Enterprises in Japan, revealed some interesting details about the Dreamcast's future... and it wasn't just games! As well as stressing the online capabilities of the console, Okawa also revealed during a press conference in November 1999 that the company will release a Dreamcast Zip Drive and Dreamcast Digital Camera.

The Zip Drive will sit snugly underneath the console, and will be used for downloading extras for games such as characters, new costumes and levels, as well as other information. The Digital Camera sits on top of the TV, and can be used for displaying your face on a second player's monitor whilst interacting during a game. Unfortunately we probably won't be seeing this technology in the UK for a while, as it's not going to be released in Japan until early 2000.



US News

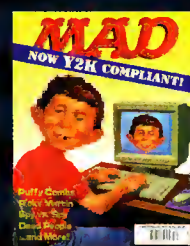


Chu Chu On This

Current Dreamcast Mag fave title, *Chu Chu Rocket!* from Sega's Sonic Team, is on the cards for release in the US of A before the end of March 2000. The Japanese puzzler has been going great guns in its native country, meaning that Sega is looking to match the game's success in America. Surely a European release can't be that far behind?

Dumb DC?

Mad Magazine, the American publication famous for parodying films, TV programmes and celebrities, has taken a pop at the Dreamcast in its latest issue. Apparently, the writers of *Mad* consider the Dreamcast to be worthy of inclusion in its 20 Dumbest People, Events & Things Of 1999 listing. This kind of pot-shot leads us to think that *Mad Magazine* has yet to receive a complimentary Dreamcast console from Sega, and could be simply a case of sour grapes.



Dreamcast DVD Latest

Sega has always claimed that the Dreamcast would be fully upgradable, especially when faced with PlayStation2's capacity as a DVD player. Rumours in the last month have been flying around that a DVD device could be available in America for the Dreamcast as early as March 2000. If this is to be the case, then the Dreamcast will be able to compete with the PlayStation2 on a greater level, which can only be good news for DC owners.



Spawn Of Capcom

Although nothing has been officially confirmed, Capcom in America has hinted that the arcade game *Spawn: In The Demon's Head* will be making an appearance on the Dreamcast sometime in the not too distant future. The game runs off a Naomi board, so a conversion to Dreamcast wouldn't be hard to do. *Spawn* is based upon a best-selling comic book series, which has already been transformed into a popular adult animated cartoon, and one of the worst movies ever made. Here's hoping the Dreamcast game will be an improvement on the latter.



Australian Launch Disaster

Whilst most of the rest of the world have been enjoying the delights of Dreamcast, spare a thought for our poor Australian cousins who have recently lived through a disastrous launch.

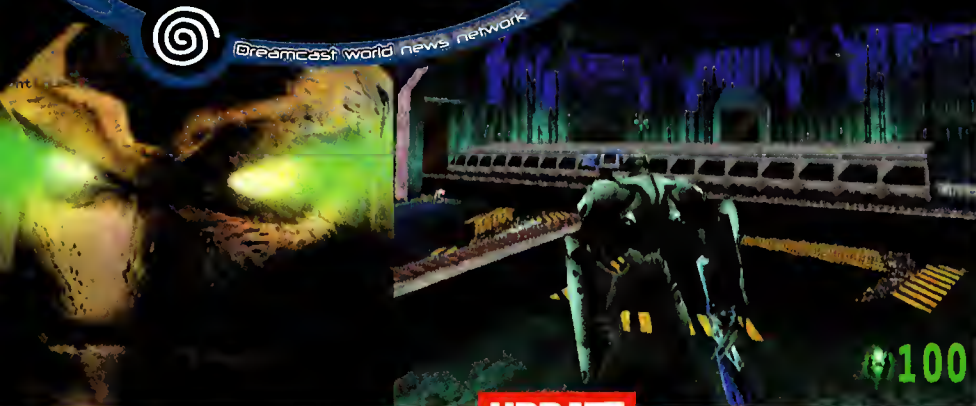
The console was supposed to be out at more-or-less the same time as Europe, but stock shortages meant that Australian gamers had to wait until 30 November. However, it appears that they needn't have bothered, as there was still a notable lack of games, peripherals and Internet access on launch day. Believe it or not, there wasn't

Oz News

even any Sega-developed software available on day one. Can you imagine buying a Dreamcast at launch and being told that you can't have *Sonic Adventure*? Madness.

It's bad enough being the prime exporter of crap soap operas and copious amounts of top quality lager, but to suffer the indignity of a royal cock-up of a Dreamcast launch is just not cricket. OziSoft, Sega's Australian distributor, now has the nightmare job of restoring faith in the console, with many Australian gamers decidedly put out by the shoddy mishandling of such a major event.

(continued >)



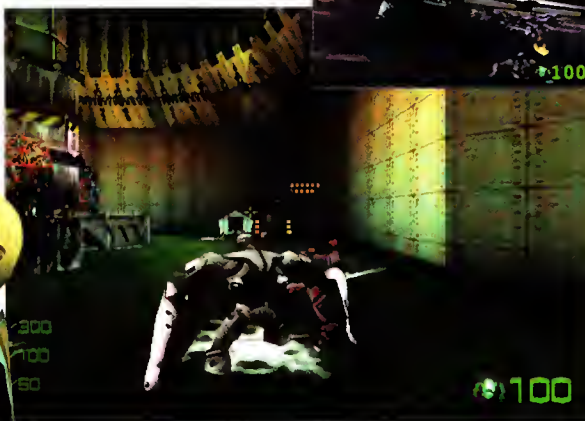
UPDATE

Slave Zero

Infogrames has released some more details about its forthcoming third-person action shoot-'em-up *Slave Zero*. Although the game is a port of a PC game it will be a more enhanced version... just what the DC doctor ordered.

As part of a rebellion against the evil dictator SovKhan and his salubrious followers, you must save the heaving futuristic metropolis from his nefarious plans. To do this you must control a 60 foot biomechanical war machine, known as Slave Zero, and wander the streets eliminating the forces of evil with an assortment of weaponry.

The environments will be fully interactive and are all set in a perfectly 3-D world in real-time. Indeed such is the game's proposed scope and expanse, it has had a special game engine internally developed, known as the Ecstasy Engine. The game will also feature a four-player mode as well as VMS support. Read next month's DREAMCAST MAGAZINE for a full preview.



PC > DC PC Games Heading For Dreamcast



MESSIAH

Guilty Parties:
Shiny/Interplay

What's it all about?:

According to Shiny, the plot has a working-class angel called Bob (looking like a cherubim often found populating the finest of Renaissance art) who is charged by God with the unenviable mission of cleaning up a futuristic, run-down world.

When's it coming?:

The PC version of *Messiah* was only recently released, receiving rave reviews in the process, and Shiny's president, David Perry, announced that it is being ported over to the Dreamcast sometime during summer 2000. "Our Messiah engine will put the Dreamcast to its limit," proclaimed Perry.

The Bottom Line:

A trippy, diaper-wearing blastfest.



QUAKE III ARENA

Guilty Parties:

id Software/Activision

What's it all about?:

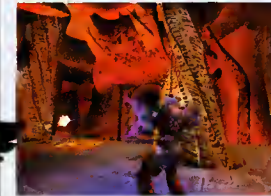
Big guns + big arenas + CPU bot opponents = big fun!

When's it coming?:

DREAMCAST MAGAZINE first touted *Quake III Arena* in issue #2. We cited the contractual wranglings between id Software and Sega as the reason for the delay in officially announcing the title as a Dreamcast contender. Recently, however, rumours began circulating the Internet, with an undisclosed source at Activision pointing to a potential summer 2000 release date. Here's what id Software's Todd Hollenshead had to say about the rumours: "We've been in various levels of discussion with Sega and Activision for a number of months. John (Carmack - *Quake III*'s imaginitor) openly said probably a year ago that he would like to see it on Dreamcast, and we've done some preliminary analysis on the capabilities of the console and believe it could be a great part of the game."

The Bottom Line:

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PREVIEW

Berserk



ENTER... THE MAN WITH NO NAME

> A gang of robbers are terrorising a group of travellers. Who's going to help them now? Enter Berserk's hero... cut from the same mould as Clint Eastwood's *The Man With No Name*.



What is Berserk? That's what we asked when we loaded up a Japanese demo, to be greeted with one of the most violent and bloody games to ever christen the Dreamcast... a baptism of blood, if you will.

The plot of the game is ripped from a popular Japanese comic book, with a heroic character who looks a lot like Ash from the *Evil Dead* movie trilogy. Whilst Ash had a wrist-mounted chainsaw to dispatch monsters with, Berserk's wildman has an impossibly large broadsword called Dragon Killer – which is designed for more than being a handy kebab stick.

Berserk's mission mode (there's a battle mode as well) requires you to travel a pseudo-Medieval landscape, slaughtering the undead hordes as you go, until you track down your main quarry... a fire-breathing dragon. The demo that DREAMCAST MAGAZINE has played offered the first stage of the mission mode, where our big-choppered hero rescues a small caravan of travellers from a gang of robbers. The FMV sequences are



nicely rendered using the ingame engine, but do tend to look a tad rough around the edges.

However, the arcade-style slaughtering is where the real meat of the game is. You can jump, slide and slice your way through your opponents, with each sword stroke resulting in an over-the-top shower of blood. The game's title comes from the fact that the more damage the hero takes, the more marked he becomes, until he goes 'berserk!' This results in the game screen taking on a darker hue, with the hero's eyes leaving behind a fiery red trail. Your attacks become wilder too, and it's possible to cleave your opponents literally in two... not one for all the family then? No European publisher has picked up Berserk yet, but judging by the way it is shaping up, DREAMCAST MAGAZINE is confident that someone will soon!



GOIN' BERSERK!

> Don't make him angry! You won't like him when he's angry. Berserk's hero goes wild if he takes too many hits, resulting in an amplification of his powers... and the gore factor!



Software Release Schedules

UK Release Schedule

Title	Date	Publisher
Caesar's Palace 2000	14 Jan	Interplay
Virtua Striker 2	21 Jan	SEGA
Tee Off Golf	28 Jan	Acclaim
Resident Evil 2	28 Jan	Virgin
Roadsters	28 Jan	Virgin
Marvel Vs Capcom	Jan	Virgin
Street Fighter Alpha 3	Jan	Virgin
Rainbow Six	Feb	Sega
MDK 2	Feb	Virgin
Legacy Of Kain: Soul Reaver	Feb	Eidos
Ecco The Dolphin	30 Mar	Sega
Dragon's Blood	Mar	Virgin
Resident Evil Code: Veronica	Spring	Eidos
Hidden & Dangerous	Spring	Take 2
Wild Metal Country	Spring	Take 2
GTA 2	Spring	Take 2
Crazy Taxi	Spring	Sega
Zombie Revenge	Spring	Sega
Red Dog	Spring	Sega
Take The Bullet	Spring	Sega

Japanese Release Schedule

Title	Date	Publisher
Yamazaki	23 Dec	Sega
Godzilla Generations: Maximum Impact	23 Dec	Sega
Tokyo Bus Guide	23 Dec	Forty Five
Shanghai Dynasty	23 Dec	Success
Let's Play Baseball	23 Dec	Sega
Rainbow Cotton	23 Dec	Success
D2	23 Dec	Warp
Bio Hazard (Res Evil) 2 Value Plus	23 Dec	Capcom
Shenmue Chapter 1: Yokosuka	29 Dec	Sega
Treasure Striker	Dec	Kid
Monster Breed	Dec	NEC
Mercuris Pretty	Dec	NEC
VJ Monster	Dec	Waka
Teketoke Toy Ranger	6 Jan	Sega
Hanagumi Taisen Columns 2	6 Jan	Sega
Ready 2 Rumble Boxing	13 Jan	Sega
NFL 2000	20 Jan	Sega
Crazy Taxi	27 Jan	Sega
Undercover AD2025 Kel	27 Jan	Pulse
Roommania #203	27 Jan	Sega
Sentimental Graffiti 2	27 Jan	Sega

US Release Schedule

Title	Date	Publisher
Caesar's Palace 2000	29 Dec	Interplay
Street Fighter Alpha 3	4 Jan	Capcom
Landers DC	4 Jan	Sega
Viva Soccer DC	11 Jan	Interplay
Star Trek: New Worlds	11 Jan	Interplay
Castlevania Resurrection	11 Jan	Konami
Jeremy McGrath Supercross 2000	19 Jan	Acclaim
Wild Metal	1 Feb	Take 2
Sega Sports NHL 2000	2 Feb	Sega
Espionage Agent	2 Feb	Tommo
Deep Fighter	16 Feb	Ubi Soft
MDK 2	16 Feb	Interplay
Space Invaders	16 Feb	Activision
Rayman 2	16 Feb	Ubi Soft
Dark Angel: Vampire Apocalypse	23 Feb	Metro 3-D
Monster Rancher	3 Mar	Tommo
Toy Story 2	3 Mar	Activision
Presell Draconus: Cult Wyrms	5 Mar	Crave
Shenmue Chapter 1	2 April	Sega
Metropolis	2 April	Sega
Resident Evil Code: Veronica	Spring	Capcom



Dreamcast
MOST PLAYED



Chu Chu Rocket!

Sonic Team's latest effort is a complete departure from the 3D antics of *Sonic Adventure*. However, underneath its simplistic exterior, lies a beast of a game, guaranteed to give you many long and sleepless nights.

Soul Calibur

If there is only one game that every Dreamcast owner should have, it's this. The groundbreaking graphics and animation are perfectly married with the compulsive and fun beat-'em-up action. A true classic... which you got for Christmas, right?

Ready 2 Rumble Boxing

Midway's tongue-in-cheek box-'em-up became a surprise hit during the Dreamcast's European launch. Well, a surprise to everyone but us, as we fell in love with the game (and Lulu Valetine) the instant we first played it.

Dreamcast
MOST WANTED

Shenmue

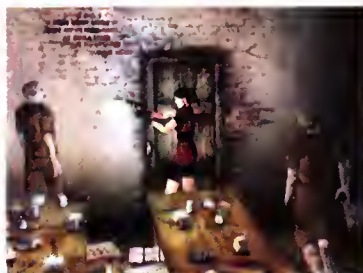
A new Yu Suzuki title, and a new genre (called FREE). We played a preview version in our last issue and were suitably astounded by its true next generation feel. Can it live up to the hype and the immense pressure for it to succeed in light of the Dreamcast's wobbly performance in Japan? Find out in next issue's review.

Resident Evil Code: Veronica

Okay, so we get to play *Resident Evil 2* first, but that's now almost two years old and *Code Veronica* is a Dreamcast exclusive. You've seen the red hot, freshly baked screenshots on page 8, and by now are probably salivating as much as we are. Patience, young Jedi.

Castlevania: Resurrection

Well here's a bugger. One look at Konami's Web site confirms the existence of the Dreamcast-only *Castlevania* title. Unfortunately, information relating to the soon to be released is as conveniently located as hen's teeth. It looks set to be a vast improvement over the disappointing Nintendo 64 version, and whilst it is on the release schedule in America, Konami Europe has no plans to release it over here. Are you mad, sir?



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Buggy Heat

Chaos Adventure

Cool Boarders Burn

Daytona USA 2

Dynamite Deka

Elemental Gimmick Gear

Evolution

Flag to Flag

Get Bass

Giant Gram -

All Japan Wrestling

Godzilla Generations

House of the Dead 2



Hydro Thunder

In Nippon Budokan

Giant Gram

Incoming

King of the Fighters

Dream Match '99

Marvel vs Capcom

Metropolitan Highway Battle

Mortal Kombat Gold

NFL 2K

NFL Blitz 2000

Pen Pen Triclon

Pop n' Music

Powerstone

Psychic Force 2012

Puyo Puyo

Ready to Rumble Boxing

Redline Racer

Rippin Riders

Sega Bass Fishing

Sega Rally 2

Seventh Cross

Shotoko Highway Battle

Sonic Adventure

Soul Calibur

Street Fighter 3

Street Fighter Alpha

Super Speed Racing

TNN Motorsports Hardcore

Heat

Trickstyle

Virtua Fighter 3tb

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DREAMCASTING

Ever fancied yourself as a Hollywood movie mogul? If you had to produce a film based upon your favourite Sega videogame, who would you cast? DREAMCAST MAGAZINE gets the popcorn ball rolling with Sonic Adventure: The Movie.

The Pitch

Due to its cartoony nature, the best way of doing a Sonic Adventure movie would be to go the animated route like the forthcoming Final Fantasy extravaganza. This would of course require the need of voice talent, and there never seems to be a shortage of big-name Hollywood actors who want to lend their vocal chords to a Disney movie.

The plot of the movie would essentially follow the Dreamcast game's backstory: ie Dr Robotnik teams up with the liquid-based Chaos creature. And it's down to the nippy boy in blue and friends to put a stop to Robotnik's plans of world domination. Think Disney meets James Bond.

Sonic The Hedgehog + Brad Pitt

The voice acting of a young A-list American actor would certainly have box office pulling power. But what does Pitt look like in a pair of red and white trainers, and can he run very fast?



Dr Robotnik + Jack Nicholson

We want mad. We want bad. We want Jack! Professional badboy Nicholson put in a sterling performance as The Joker in *Batman*... and besides, he's certainly chubby enough to play Robotnik.



Tails + Jake Lloyd

Come on, the poor kid hasn't done anything since *Episode 1*... he could do with the work!



Chaos + Kevin Costner

Did Chaos actually speak in *Sonic Adventure*? Anyway, we bank on Kevin Costner... he's certainly wet enough!



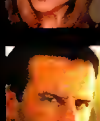
Amy Rose + Jennifer Aniston

The off-screen chemistry between the shampoo lass and the boy Pitt may come across on-screen. And besides, Aniston has just the right whiny vocal pitch to pull off Amy Rose.



Knuckles + Christopher Lambert

No-one can do anti-social better than Christopher Lambert. His performance as the taciturn Connor MacLeod in *Highlander* could have easily been a rehearsal for Knuckles.



Big The Cat + Samuel L Jackson

Who else has the kind of laid-back attitude that Big aspires to? We suggest Samuel L 'Muthafunster' Jackson.



E-102 + Metal Mickey

Guaranteed to raise a "wha?" in anyone under 20, the star of late-Seventies Saturday teatimes on ITV could do with a dusting down. Anyone for an Atomic Thunderbuster?



Infogrames has announced details of its forthcoming Dreamcast racer V-Rally 2. Although the game has

previously appeared on the likes of Sony's PlayStation, the Dreamcast version is obviously set to be far superior in all departments. Infogrames is promising added features, and judging by these screenshots of the game we're in for something pretty hot!

Infogrames has touted that the game will have a gigantic 84 tracks set in 12 countries and 28 cars to boot. On top of that, the game will also boast a track editor as well as supporting four-players... which can only be a good thing. It will also have new and improved dynamics and handling and new special effects that will take it to a level far above that which the PlayStation version could ever hope to achieve.



coming soon to your Dreamcast

Dreamcast magazine

Information

Publisher	Infogrames
Developer	TBA
Players	1-4

tba

Renegade Racers

Details of Interplay's new title *Renegade Racers* have slowly been leaking out, and this issue we can reveal some more details of the game. Buck Billionaire (what a great name!) issued a rallying call to all the world's mavericks to join in a Renegade Racing adventure, and handpicked 12 entrants to compete. Storylines, who needs them?

As well as having 12 characters to get to grips with, Interplay is also going to provide at least six crazy courses to race around, and the gameplay will be similar to that which wowed N64 owners on *Mario Kart 64*. In other words, racing with a firm emphasis firmly placed on fun. With this in mind, there will be the usual assorted array of power-ups and obstacles - including a fire-breathing dragon! Interplay has also touted nine different modes of play for up to four players. Sounds promising.



PREVIEW

Dreamcast magazine

Information

Publisher	Interplay
Developer	Inhouse
Players	1-4

2000



A man with dark hair, wearing a dark t-shirt and dark pants, is sitting on a yellow and black striped chair. He is holding a white video game controller and looking at the camera with a wide, enthusiastic smile. He is surrounded by various gaming equipment. To his left is a white Game Boy Advance. In front of him is a black racing steering wheel. To his right is a white Game Boy Advance. Behind him is a white Game Boy Advance. In the foreground, there are several video game boxes: 'Ready 2 Rumble Boxing' featuring a boxer, 'Sonic Adventure' featuring Sonic the Hedgehog, and 'GTA: San Andreas' featuring a car. The background is a bright yellow wall. The overall scene is a vibrant and playful representation of gaming culture.



get into gameplay

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> Project Two Interactive has confirmed that it is developing *Big Bang* for the Dreamcast. As a starfighter pilot, you must rid the universe of its evil dictator (sound familiar?) but it won't be appearing until sometime later in 2000.



Deadly Skies

➤ **Calling all wannabe Top Guns! This aeroplane**

action title is the first Dreamcast game to take off from Konami, and should be perfect for those who found Crave's *Aerowings* a little too staid and simulator-like. You see, *Deadly Skies* (as its name might suggest) is aimed squarely at the arcade action genre, giving you access to some of the most impressive aeroplanes in the world. The game originally appeared in Japan under the moniker of *Air Force Delta* – encouragingly to largely positive reviews – and Konami UK is looking at an early 2000 release.



Plasma Sword 2

➤ It's yet another Capcom 2-D beat-'em-up, which is more commonly known as *Star Gladiator 2* in Japan, but will undergo a name change to *Plasma Sword 2* for the European market. Regular players of the *Street Fighter* series will find themselves on familiar ground with this one, as there are a number of wild n' whacky characters to get to grips with, moves to master, and combos to work out (like the devastating *Plasma Combo*).

There are a variety of gaming modes, including a Training option, group battle mode, and a traditional two-player battle. We'll bring you a full review soon, but for now, feast your eyes on this selection of screenshots.



Wetrix + Ready

> The Dreamcast follow-up to the hit water-based puzzler on the Nintendo 64, *Wetrix*, is complete and will be released in Europe during spring 2000. John Pickford of Zed Two, the game's developer, said: "*Wetrix* has found its perfect home on Dreamcast. Our game sets the new standard for puzzle games on the next generation of consoles. *Wetrix+* is not an update of an old 2-D game, it's a new experience that can only exist on such advanced hardware."

NAMCO'S FUTURE DREAMCAST PLANS

It is probably no surprise that the worldwide success of *Soul Calibur* on Dreamcast has prompted the developer to commit to more software on Sega's wonder machine.

Namco have announced in November that it is currently planning two or three Dreamcast games per year, with a three month gap between each release.

When is the first title out, and what is it going to be? Well, Namco currently remains tight-lipped about which titles it is working on for Dreamcast, but has confirmed that the first will be out in Japan after March 2000. Our money's on *Tekken Tag Tournament* to be the first out of the Namco Dreamcast stables, even though it's set to launch with PlayStation2 in March.



Tekken Tag

This beat-'em-up franchise is even more popular than *Soul Calibur*, and porting over the *Tekken Tag* arcade machine would be a cinch. Arguably the most demanded Namco title by Dreamcast gamers.

Odds: 2-1



Ridge Racer

A series that was incredibly popular in arcade halls and on PlayStation. An imminent Nintendo 64 rendition would point to the fact that Namco is not exclusively looking at the PlayStation for *Ridge Racer* conversions.

Odds: 3-1



Time Crisis 2

Well, there is a definite need for another title to make use of the Dreamcast's lightgun, and they don't come much better than Namco's red-hot two-player, first-person shooter. The arcade machine's a bit long in the tooth now though.

Odds: 4-1

Soul Calibur developer confirms further Dreamcast titles.



Pac-Man World

Namco's iconic character, known to even those who don't play videogames habitually. A recent appearance on PlayStation indicates that the publisher still has time for the pill-chomping yellow bloater.

Odds: 5-1

SEGA TIMEWARP

In the first of our regular Sega retro features, DREAMCAST MAGAZINE turns back the clock to November 1991 and issue #1 of *Sega Pro*.

It wasn't all Dreamcast you know! The house of Sega built up an enviable reputation during the early-Nineties with its 8-bit Master System and 16-bit Mega Drive. So, rather astutely, Paragon entered the crazy world of videogame magazine publishing with Sega Pro. This title became the leader in unbiased Sega videogame news, previews and reviews.

Yesterday's News

What was the hot gossip in November 1991? Dattel entered the console market with its Sega Mega Drive cheat cartridge, which allowed UK gamers to play Jap game cartridges. Also, Codemasters began to produce games for the Mega Drive, with its first two titles being *The Adventures Of Dizzy* and *Micro Mochines*. Codies has recently strengthened its relationship with Sega with the announcement that it is supporting the Dreamcast.

Yesterday's Games

The big game reviewed for the Mega Drive in *Sega Pro* 1 was *The Immortal*, an RPG from Electronic Arts, which scored 94%. It's a shame that EA has yet to jump on the Dreamcast bus, as it is unlikely we'll ever see a Dreamcast rendition of *The Immortal*. Master System players had a choice of two premium quality titles: *World Class Leaderboard* and *Xenon II: Megablast*. The Leaderboard series of golf games were a benchmark for the genre,

and have been copied but never beaten ever since. *Xenon II* was a frenetic space-based shoot-'em-up in the classic screen scrolling style (see the *Gigo Wings* review - pg.74).

Top Of Yesterday's Pops

UK gamers were mostly playing *Streets Of Rage*, *Road Rosh*, *EA Ice Hockey* and *Wrestle Wor* on their Mega Drives, and *Back To The Future 2*, *Speedball*, *Alien Storm*, *Strider* and *Dynomite Duke* on their Master Systems.



THE RUMOUR MILL

Special Reserve For DC

Special Reserve, the UK online videogame mail order club, has announced that is the first supplier to offer a fully-operational Web service which is 100% compatible with the Dreamcast's browser software. <http://specialreservetv.com>

Genki's New Game

Having already released *Tokyo Highway Challenge* for the Dreamcast, developers Genki is said to be already hard at work on its next game for the console. No details of the game are known except that it is titled *Super Mognetic Nuenue*... interesting.

continued

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Dreamcast
magazine
information

Publisher Midway
Developer Kalisto
Players 2

Mar

071 AT 1



PREVIEW 4-Wheel Thunder

With *Buggy Heat* failing in the off-road stakes on the Dreamcast, *Sega Rally 2* was left with a free run of the track and was able to assert its supremacy without much competition. But that might be coming to an abrupt run with the release of Kallisto's *4-Wheel Thunder* through Midway. With 12 original tracks, six of which are inside and six of which are out in the wide open, there's plenty of mud, rain, snow and sand to drive across in an assortment of automobiles.

There are monster trucks, buggies, jeeps and quads to drive around these graphically detailed tracks which throw up all sorts of obstacles and short cuts. The whole game's in much the same vein as *Hydro Thunder* in terms of racing and runs at a smooth 60fps. As you'd expect it offers all the standard modes of play, including Arcade Indoor, Arcade Outdoor and Championship among others. Off-road racing looks set to take a new turn with this release and God knows *Sega Rally 2* needs a decent challenger!

Armageddon Is Coming!



That's right, Dreamcast Magazine has teamed up with Hasbro Interactive to offer you the exclusive chance to win one of ten copies of its great new game, *Worms Armageddon*.

To win a copy of the game all you have to do is answer this simple question.

Who created the Worms series of games?

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Dreamcast Magazine

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CRAZY TAXI

The hottest, maddest, fastest, most yellow driving game is in the arcades... and it's gonna be on Dreamcast! We went downtown to see how it fared.

Undoubtedly one of the hottest games in the arcades at the moment is Sega's own crazy driving game – the loveable, the delirious, the one and only *Crazy Taxi*. The name says it all. With this in mind, we paid a visit to the local Sega Park and refused to budge until we were forcibly escorted off the premises.

Mellow Yellow

The premise of the game is simple and the madness that ensues is like nothing you've experienced before. Set in some lush American city, you're a cabbie in an open top yellow taxi (very cool) and your job is to speed around the place picking people up and taking them places (funny that). But it isn't quite as easy as that, as you're under severe time constraints

to get from A to B in as quick a time as possible. For each customer you take -on what's more like a roller-coaster ride than a quiet drive across the city - you get more time for your next pick up, as long as you manage to get them there in one piece and on time. As you go along, you get tipped for taking short cuts, performing death-defying manoeuvres over jumps and dodging a plethora of other obstacles that get in your way. When you've dropped off one passenger you have to immediately pick up some other foolhardy person who is prepared to risk their life in your cab. Forget your Green Cross Code, the only rule here is to follow the green arrow which will lead you to your destination... your life depends on it, or at least your living does. The action is as mad as it is fast as you rush



VOX POPPING WITH CRAZY TAXI



Steve Hunt

Age: 26

Occupation: Insurance

Do you own a Dreamcast? No

What do you think of Crazy Taxi? Not bad. There's a fair amount

going on, which is good.

Would you buy it on Dreamcast? Probably



> We dropped in on our local Sega Park this month to test drive Sega's *Crazy Taxi* with a little help from our friends. Hardly surprising, they were as mad about the game as we are.



Martin Blakely

Age: 27

Occupation: Programmer

Do you own a Dreamcast? No

What do you think of Crazy Taxi? It's not bad, but it's just a

bit of fun really. It needs force feedback in the wheel though.

around town crashing through parks, smashing into other cars and taking the shortest routes possible even if that means pulling off crazy moves, then so be it. It might well be mayhem, but it also one of the most exhilarating and fun games that we have ever played!

Banana Man

Visually *Crazy Taxi* is right up at the top of the scale, with some fantastically detailed areas to bomb around, jammed full of pedestrians and other cars, all of which try and distract you from the job at hand. The city is crammed with life, with loads going on around you, so that it isn't just a dull drive around town but rather, an action packed one. Passengers range from the local priest - who you must rush to the church for a sermon - to guys who need to be rushed



Dave Chapman

Age: 31

Occupation: Odeon employee

Do you own a Dreamcast? No

What do you think of Crazy Taxi? It's really good. It's got that *Italian Job* feel to it with the freedom of where you go.

Would you buy it on Dreamcast? Definitely



(continued)



Matt Long

Age: 17

Occupation: Student

Do you own a Dreamcast? Not yet.
What do you think of Crazy Taxi? It's really great fun driving around running people down and stuff.
Would you buy it on Dreamcast? Yes



Giulio Cavitelli

Age: 20

Occupation: Student

Do you own a Dreamcast? No

What do you think of Crazy Taxi? It's really enjoyable stuff and great fun to play.

Would you buy it on Dreamcast? Probably



Derek Flatters

Age: 18

Occupation: Shop Assistant

Do you own a Dreamcast? No

What do you think of Crazy Taxi? It's definitely one of the best games in the arcade, without a doubt.

Would you buy it on Dreamcast? Yes



to the baseball ground or heliport – all are strikingly individual and realistic. Remarkably the game moves at an incredibly high frame rate with slow-down and pop-up firmly banished to the history books. There is no doubt in our minds that *Crazy Taxi* has that rare quality of being instantly appealing whilst also being ridiculously addictive; it demands that you keep coming back and pumping the machine with your hard earned golden nuggets.

Of course, the best thing about all this is that being on a Naomi board – a Dreamcast in disguise – means that it's only going to be a matter of time before we see it screeching around the corner and crashing onto the Dreamcast in all its glory. Now all we can do is sit and wait for the ride of our lives.

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DC-2K

A few cold ones, a Dreamcast
and an alien called Tom 2. Is
there any other way to
celebrate the millennium?



After a year of highs and lows, Sega's über-console has confounded the charlatans and baffled the experts by exceeding all expectations. In a little over a year the Dreamcast has lay to waste all criticisms and won the praise of games developers the world over. What was once considered as a 'stop-gap' console by many, has rapidly put pay to such earlier criticisms and it seems that Sega has shaken not only Nintendo but the great beast that is Sony.

With such industry stalwarts as Codemasters and the once strictly PlayStation-only developers Namco now confirmed bed-mates with Sega and there's even a hint that Core's great mammalian explorer might even make an appearance – can things get any better?

With this in mind, we decided to celebrate not only the dawning of a new era but also revel in the joy of owning the best home console that money can buy.



continued

Age: 25

Position: Editor

Most Anticipated Game for 2000:

Metropolis Street Racer

Dream Moment: Seeing Sega's very impressive stand at E3.

Personal Highlight: It's been a bit of a roller coaster year one way or another, so it's hard to say. Fortunately, things seem to have righted themselves once again just in time for the next millennium – things can only get better!

Age: 21

Game of 1999: *Ready 2 Rumble*

Dream Moment: The best game moment of the year (well 2 months) was the buzz when we first had the copy of *Shenmue* into the office, and the entire office crowded around the TV to see it. Needless to say it didn't disappoint and we're still reeling in awe. Roll on December 29!

Personal Highlight: Hmmm. It's been a bit of and up and down year for me – got degree, got job, lost job and got another job here in Dreamcast land. Wonderful. And my conclusion? Games are great.

Name: Stu 'Tooltime' Taylor

Age: 26

Position: Games Ed

Game of 1999: Even split between *Soul Calibur* and *Ready 2 Rumble*

Most Anticipated Game for 2000: The inevitable DC ports of *Half-Life* and *Quake III Arena*. Hmm, smells like online fragging via DreamArena.

Dream Moment: The moment when I realised that the graphics and animation in *Soul Calibur* were just as astounding as the pre-publicity screenshots.

Personal Highlight: The fact that both David Bowie and Nine Inch Nails released new albums during 1999 that were actually worth the wait. Oh, and working with this bunch of monkeys on DREAMCAST MAGAZINE. Surely the best team I've worked with yet?



Name: Nick Trent

Age: 27

Position: Art Editor

Game of 1999: *Toy Commander*

Most Anticipated Game for 2000: *Half-Life*

Dream Moment: After years working on a game starved Nintendo 64 title, I finally jumped ship and swam to the beautiful island that is DREAMCAST MAGAZINE. Bliss.

Personal Highlight: Co-inventing the somewhat hazy sport of Beer Fishing.



DC-2K Games Fo

DREAMCAST MAGAZINE'S pick of the top titles for Y2K!

With the Dreamcast and developers now in full flow after the delayed October release of the console, you can expect a whole host of new titles throwing themselves at you off the shelves in the year 2K. If you thought that you'd already seen and played some of the best games ever seen on a home console system, then you'd better prepare yourselves for a whole new influx of great games. And with the promise of online gaming by the second half of the year there will be even more games taking advantage of the astounding Internet capabilities. Never has there been a more exciting time for console gaming. Here's an at-a-glance guide to what could prove to be some of the biggest games of next year.

Carrier

Jaleco

A 3-D adventure scroller much in the same vein as *Resident Evil*, only this time the action takes place on an aircraft carrier. It's already looking pretty good, and there's the added bonus of loads of zombies to kill.

Castlevania Resurrection

Konami

After the disappointing foray into 3-D on the N64, the *Castlevania* series looks set to make an impact on the Dreamcast, a system that will be able to handle the graphical needs of such a game.

Deep Fighter

Ubi Soft

Underwater shenanigans from developers Criterion Studios, in a similar vein to their acclaimed PC hit *Sub Culture*. Defend your settlement from the combined forces of nature and evil whilst trying to build a mothership to save your people.



D2

Sega

Yet another horror/adventure title, but this time it's all a bit different. Laura's plane is hit by a meteorite, crashes, and our heroine wakes up surrounded by monsters. Your job? To find out what the hell's going on.

Ecco the Dolphin

Sega

The rescue of Ecco from the Saturn looks set to be one of the smartest moves that Sega have made. Set in an incredibly rendered underwater world, as Ecco you must solve puzzles and avoid the enemies of the deep in an effort to find your friends and family.

Eternal Arcadia

Sega

Sega's first RPG on the Dreamcast looks set to be something special even though it's still early in development. Set in the skies of Eternal Arcadia not much is known of the story, but what is known is that it's looking pretty damn fine.



Floigan Brothers

Sega

Move over *Mario Bros* there's a new brotherly twosome in town. Hoigal and Moigal are the Floigan Brothers and you must help them protect their junkyard home from an evil developer. All this and loads of mini-games in an incredibly animated 3-D world means that this definitely one game to look out for.

Grandia 2

Sega

The sequel to the critically acclaimed and most successful Saturn title makes its way to the Dreamcast in the millennium year. An ultra-realistic RPG set in a gorgeously rendered 3-D world is what's on offer, although little is known about the game's story.

Grand Theft Auto 2

Take 2 Interactive

As a follow up to the chaos and mayhem of the original *GTA*, the sequel looks as if it will be doing a fine job in



Crazy Taxi

Sega

> The maddest taxi drivers on the other side of the Atlantic take over the roads as they race to get their paying customers in the fastest time possible – and believe us when we say that it's going to be one hell of a game.

What's The Score?

Crazy driving antics where you collect your passengers in a New York taxi and take them to their leader (okay their drop-off point) in a set amount of time. The quicker you finish a job the more you get for your next one.

When's it coming out?

Although no European release date has been set it's released 2 February in America, so expect it to make a trip across the pond soon after that.

Why should you be excited?

Because if you've played the game in the arcades you'll know how wacky and how much fun it is to play. Check out the special feature for the low-down.



Dead Or Alive 2

Tecmo

> Yet another dose of busty fighting action with this follow up to the original and highly successful *Dead or Alive*. Already in the arcades in Japan this game is looking awesome as well as beautiful... and not to say full of beautiful ladies.

What's The Score?

Follow up to the hit *Dead or Alive* game and is jam-packed with beautiful ladies. Beat-'em-ups don't get more full-on than this, and then there's the fantastic looking graphics and gameplay.

When's it coming out?

DOA2 is currently hitting the big time in Japanese arcades, but there's no European release date yet, but expect it by the year's end. It will be worth the wait.

Why should you be excited?

Because at the moment it looks to be the only fighting game that could seriously challenge the mighty *Soul Calibur*, such is its graphical intensity and sublime gameplay.



r The Millennium



keeping up the same standards of destruction and the ensuing chaos. Add to that improved graphics and you have a game that could possibly be the smash hit of the millennium.

Hidden And Dangerous

Take 2 Interactive

Based in the middle of World War II, you must command a team of crack commandos from behind enemy lines and destroy the enemy. But there's no room for trigger-happy maniacs as tactics need to be enforced. And it's looking fantastic.

Hostile Waters

Rage

Described as an updated *Carrier Command*, *Hostile Waters* is another PC conversion from Rage where you must blast your way through 20 levels of intense action in various military vehicles – so not unlike their other DC title, *Incoming*

Jump Runner

TBA

As intergalactic smuggler Ethan Fall you must traverse the galaxy with a cargo which, it seems, everyone wants to get their hands on. Fight off bounty hunters and other evil denizens as well as a plethora of missions in this *Star Wars* inspired title.

Max Payne

Rockstar

Displaying some of the coolest moves to date as if they were straight out of a Hollywood movie, and with all the violence to boot, *Max Payne* means business. Having been framed by a gang for his friends murder *Payne* is simultaneously on the run from the



Half-Life

Havas Interactive

> Arguably the PC Game Of The Year for 1998, *Half-Life* set a new standard for first-person shoot-'em-ups, wiping the floor with the opposition in the process. Whilst Sega America announced that it is Dreamcast-bound, Havas is currently remaining tight-lipped about the port. There's no doubt that this shooter would make a fine launch title for the Dreamcast's forthcoming online gaming feature.

What's The Score?

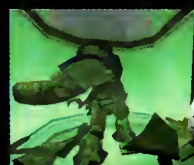
First-person killing action that transformed the genre on the PC and took gaming to an entirely new level of intensity. An intelligent interactive plot coupled with spine-tingling suspense and terror. *Half-Life* is a highly immersive single-player experience, with a depth unseen in the likes of the bog-standard first-person shoot-'em-ups, and the multiplayer mode is just as sublime. Pray that it is converted... and soon!

When's it coming out?

Summer 2000

Why should you be excited?

One of the greatest PC games ever, and a port to the Dreamcast will be a major coup for Sega.



Ferrari F355

Sega

> If you saw our exclusive feature last month on this game you'll know why we're so excited about it and why it's going to revolutionise driving sims as we know. Developed by Yu Suzuki, it's massive in the arcade and is bound to be heading for the same dizzy heights on the Dreamcast. So if you want a new car for the Millennium...

What's The Score?

Ferrari F355 is a masterclass on how to make a great driving game. Jump in the sexiest car on the planet and bomb round some fantastic looking tracks set around the globe.

When's it coming out?

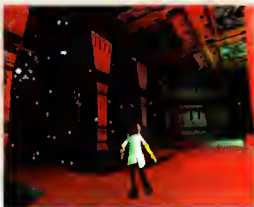
Nobody quite knows when the game will hit the Dreamcast, but considering that it will be an easy port we should be getting some Ferrari action by the end of the year

Why should you be excited?

Because racing doesn't get any sexier than this, and because it's the most realistic racer ever. Its got looks and its got speed – what more could you possibly want?



continued >

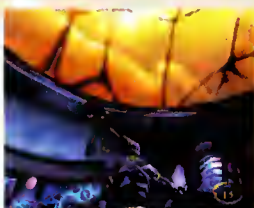


cops and searching out the gang to clear his name. It's going to be all action in this one.

MDK2

Interplay

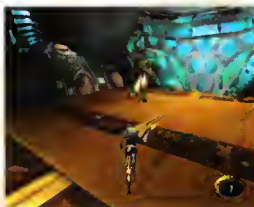
Continuing in the same vein as the original, *MDK2* manages to subvert the horror/adventure genre even more. It's still has a horror aspect but manages to laugh at it at the same time, meaning fantastic gameplay and coupled with fantastic graphics it could be one of the games of next year.



Metropolis Street Racer

Sega

Highly anticipated as one of the best racers on the Dreamcast, *MSR* has undergone numerous delays but we will be seeing it in the New Year. Featuring all the standard modes as well as a couple of extra ones, and all the cars you could want, *MSR* also looks great and deserves due attention.



Planet Of The Apes

Fox Interactive

Get ready for some monkey business. Imagine it now – you've crashed through space and have landed somewhere back in time on a planet populated with our ancestors still in monkey form. Your mission is to get yourself out of there by solving puzzles before you're eaten alive. Classic movie action.

Rainbow Six

Majesco

With the relative disappointment of Tom Clancy's story on the PSX, the Dreamcast version looks set to do justice to the book with greater graphical capabilities. Like the PC version expect loads of missions in your Navy SEAL capacity and loads of action.

Rayman 2: The Great Escape

Ubi Soft

A fantastic adventure platform game following on from the success of its predecessor on the PlayStation. Looks promising with some stunning graphics and loads to do. One for kids and adults alike.

Ready 2 Rumble Wrestling

Midway

After the massive success of *Ready 2 Rumble Boxing* Midway are working on this wrestling follow up. If Midway can convert the fantastic gameplay of the boxing version and come up with another set of hilarious characters then they'll be onto another sure winner.

Seaman

Vivarium

A massive hit over in Japan, we can only hope that this bizarre game manages to make it over to us. Ignore the name and it's related connotations and you have a game where you must raise your seaman (a fish with a human face creature) as you would a real pet. Only in Japan could such a game be spawned.



Sega GT

Sega

More simulator than arcade is how *Sega GT* has been described, which makes a change for Sega. The game's going to be full of a range of realistic courses as well as a huge number of cars as well as having the usual bunch of modes of play.

Legend Of Kain: Soul Reaver

Eidos

> A rival for Acclaim's *Shadow Man*, the Eidos Interactive 3-D horror adventure called *Legacy Of Kain: Soul Reaver* has already notched up over one million sales world-wide on PlayStation and PC combined. Belonging to the same school as *Tomb Raider*, *Soul Reaver* soon earned the nickname of Goth Raider, due to its vampiric puzzle antics.



What's The Score?: Not unlike Buffy, you must wander the gothic environments on a quest to banish vampires from the earth while solving loads of puzzles and the like. Dark and mysterious stuff indeed.

When's it coming out?: Hopefully we should be seeing the game on Dreamcast by March.

Why should you be excited?: Having sold phenomenal amounts on the PlayStation and PC you should already know why this is going to be such a great game. Just remember your garlic and cross.



Resident Evil Code: Veronica

Capcom

> Another of the big game releases for the Dreamcast next year looks set to take the *Resident Evil* series to another level of greatness. Once again following Claire Redfield in her search for her missing brother you can expect a lot of zombies and a lot more blood and gore.



What's The Score?

Following on from where *Resident Evil 2* left, Code Veronica follows Claire Redfield to Europe in search of her missing brother. Expect more zombies, more blood, more guns and more gore.

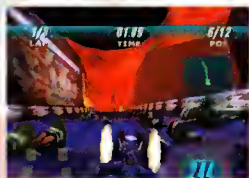
When's it coming out?

No definite date has been set but it should be with us sometime in the spring.

Why should you be excited?

With the *Resident Evil* legacy behind it, Code Veronica looks to be one of the biggest games to be released next year, due primarily to its history as well as some great looking visuals. We're wetting ourselves already.





RUMOURED RELEASES

> As well as this list of games that have been confirmed for release there are still those games that are but rumours. None of them have been confirmed yet, but you know what they say about smoke and fires... well we can dream.

Colin McRae 2
Tomb Raider IV
Micro Machines
Indiana Jones & The Internal Machine
X-Men
Starcraft
PowerStone 2
Marvel vs Capcom 2
Soul Calibur 2
Tekken Tag Tournament
Time Crisis 2
Point Blank 2
Quake 3 Arena
Virtua Fighter 4

Star Trek: New Worlds

Interplay
 Set way in the year 2292, *Star Trek: New Worlds* follows the adventures of a group of officers as they explore alien worlds where you must compete an array of

Shenmue

Sega
 Undoubtedly the biggest game of the year 2K, *Shenmue* looks set to redefine the entire boundaries of RPG's and home console gaming in general. With Yu Suzuki's massive vision for the game and some astounding visual effects it's not hard to see why should you be excited? this is the most anticipated game ever.

What's The Score?: The biggest and most ambitious game ever created is the only fitting description of *Shenmue*. As Ryo you must search for his father's killer, Souryu, by exploring the fully interactive environments and questioning people on the streets. This game will be massive.

When's it coming out?: Released in Japan on December 29, we should see a European version by autumn bearing in mind that a European conversion will take a bit of time due to the importance of language in the game.

Why should you be excited?: The greatness of this game does not have to be justified and if you saw our exclusive feature last month you will know why.



missions. As a real-time strategy game it looks set to bring a new dimension to gamesplaying as well as being another useful addition to the Dreamcast's growing catalogue of games.

Star Wars Episode 1: Racer

LucasArts
 We all rejoiced when LucasArts announced that they would be developing games for the Dreamcast, the first fruits of which will be a pod-racing game. All the high-speed action you could possibly ask for in one neat little package.

Stupid Invaders

Ubi Soft

Another mad-cap idea of a game from Ubi Soft. This time a group of six cute aliens crash land on earth and have to escape the clutches of the evil Dr S. Follow them in their adventures all set in a brilliantly animated 3-D world.

Toy Story 2

Activision

Although nothing official has been said yet, *Toy Story 2* looks set to follow the film as a 3-D platform adventure game. So, expect more crazy antics from Woody, Buzz and friends.



Take The Bullet

Sega

> Looking like a mix between *GoldenEye* and *Duke Nukem*, Red Lemon's *Take The Bullet* looks set to do for the Dreamcast what *GoldenEye* did for the N64. First-person shooters rarely look this good and with a four-player option and a barrage of assorted weaponry it could be a big hit next year.

What's The Score?

As first person shooters go *Take The Bullet* is undeniably going to be something special. Any game that can

be described as similar to *GoldenEye* is going to be worth checking out, and *Take The Bullet* could easily have the same effect on sales of the Dreamcast.

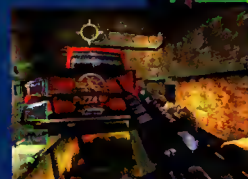
When's it coming out?

Spring 2000

Why should you be excited?

Because the Dreamcast is in desperate need of a really good first-person shooter and this is the ideal game for that title.

So, as you can see Dreamcast lovers are in for a bit of a treat next year with the release of some massive titles, and games which look set to redefine the whole home entertainment culture. With loads more games besides these coming out too, it looks as if the future and success of the Dreamcast is assured - it won't be going the same way as the Saturn! With an arsenal of games this good and this big it looks as if the PlayStation2 is going to have to be something very special to gain the top spot.





Meet Teruaki Konishi, the Chief Director behind the development team of *Soul Calibur* on Dreamcast. Stuart Taylor pinned him down at Namco Japan's offices to ask him a few questions.



魂 刃

DREAMCAST MAGAZINE: So, what games for Namco have you worked on before the Dreamcast rendition of *Soul Calibur*?

Teruaki Konishi: I worked on *Tekken*, *Soul Edge* (known as *Soul Blade* in the UK), *Soul Calibur* for the arcades and *Soul Edge* for PlayStation.

There is an incredible amount of depth – both in technical and gameplay terms – within *Soul Calibur*. How long was it actually in development for?

It took us about seven months to analyse the hardware, as well as study the specifications for the Dreamcast version.

Was it a simple matter to port the *Soul Calibur* arcade game onto the Dreamcast?

No, it was by no means an easy job, as we had many challenges to overcome. Such as incorporating technical specifications unique to a home videogame, whilst also making the best use of the power of the Dreamcast and upgrading the quality of the game's content to its limit.

Did you always intend to go further than the *Soul Calibur* arcade game with the Dreamcast version?

Yes. We always bear it in mind whenever we develop a consumer game. This of course should result in the home players' satisfaction.

What features of *Soul Calibur* are you most pleased with?

We made the game enjoyable to good

players as well as novices... and that's our greatest satisfaction.

DREAMCAST MAGAZINE receives many letters and emails from readers who are raving about *Soul Calibur*. How do you feel about the way in which the title has been universally lauded as one of the greatest videogames of all time?
We are very proud of it and it stimulates us to start the next project.

Were you completely happy with *Soul Calibur*, or are there things you would like to have changed or perhaps added?

Developers are never fully satisfied with a game that they have developed, whatever the game is. The list of things that we would like to improve tends to be numerous. For example, within *Soul Calibur*, I would have liked to have increased the originality of the Time Release Characters, and also to have had more variety in the Missions in *Soul Calibur*'s Mission Battle Mode.

What *Soul Calibur* character would you like to be and why?

I want to be Goken as I am Japanese.

Namco has built an established relationship with Sony over its ports of the *Tekken* series and *Soul Edge* on PlayStation. Why did you 'jump ship' onto Sega's Dreamcast with *Soul Calibur*?

The arcade version of *Soul Calibur*, developed on System 12, had a vast volume of data, including models for

each character, motions and control files. This made it physically impossible to convert the arcade game onto other hardware like the PlayStation. Under these restrictive conditions, we found that the Dreamcast was the only hardware currently available on the market that would be able to convert the game, be comparable to the original, and also improve it upon it. It was at that point, that we decided to convert *Soul Calibur* on the Dreamcast.

What do you make of the Dreamcast as a home console, and was it easy to develop for?

Dreamcast is superior, in that it has the power equivalent to one level higher than other consoles and is well balanced as well. In other words, it shows a great strength to compute co-ordinates and render polygons, which enables us to estimate how many polygons it can display, which further facilitates development. On the other hand, it becomes harder to process them when a large number of translucent polygons are displayed at anyone time.

What games are you playing at the moment?

I am interested in online RPGs, and am currently playing *Everquest* on PC.

Can you reveal to the readers of DREAMCAST MAGAZINE if there any plans for a *Soul Calibur 2*, *Tekken Tag Tournament* or *Time Crisis 2* for Dreamcast?

No comment.

Namco's Greatest Hits

➤ The home of Pac-Man, Namco has been developing games for years. Here's a few you may have heard of...



competition



Acclaim's Y2K Giveaway!

WIN!
Acclaim's latest
games and
merchandise

➤ Acclaim Entertainment has gone giveaway bonkers, and is giving DREAMCAST MAGAZINE readers the chance of winning either a copy of one of its latest Dreamcast releases or a South Park woolly hat. We have five copies each of *Chef's Luv Shack*, *Re-Volt*, *Psychic Force 2012* and *Shadow Man* to giveaway, as well as 20 of the aforementioned wacky South Park hats.

To be in with a chance of winning one of these Acclaim-tastic items, all you need do is answer the following simple question:

Which of the following is not an Acclaim Dreamcast title:

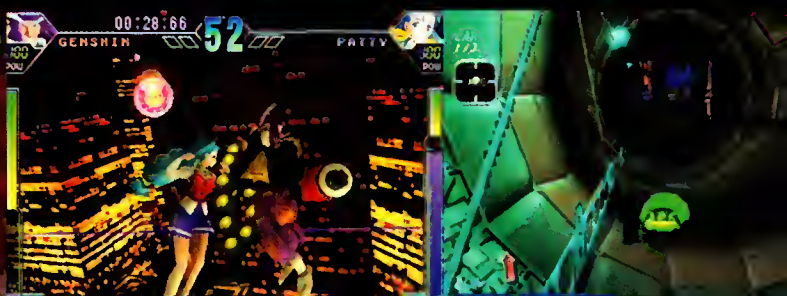
- a) *Chef's Luv Shack*
- b) *Psychic Force 2012*
- c) *Acclaim's Alien Y2K Invasion*

Send your correct answer on the back of a postcard or sealed envelope to:

Acclaim's Y2K Giveaway Competition
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Please
send entries
by 31
January
2000

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Midway may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.



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the game

www.dream-cast.net

Guide to Dreamcast gaming

Fighting Force 2

Hawk Manson returns and Core step into the Dreamcast arena, all guns blazing!

COMPANY

Check out the game on-line at the software company's website.

WEBSITE

ESSENTIAL INFO

Find out who the publisher and developer are, when it's out, how many players and what percentage complete the game is.

VM INFO

Sega's unique memory card and PDA has some unique features. They are all detailed in this special section, including information on any mini-games that can be downloaded into the VM unit.

DM RATING

A synopsis of the game. If you are too lazy to read the whole review this will tell you if it's worth buying.



essential information >

Fighting Force 2



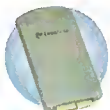
Publisher Eidos
Developer Core
Origin UK
Price £39.99
Genre Action/Adventure
Release December



one players



arcade stick



vibration pack



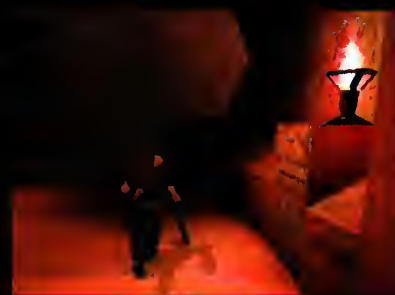
visual memory

VM
 information

Save position Y
 Logo during play Y
 Mini game N

Fighting Force

Get your bags and your guns – it's time to save the world again.





2



➤ **Hawk Mason the man who eats four Weetabix for his breakfast is back and he's right back in the thick of the action as if he never left.** After having banished the evil Dr Zeng to the outer regions of space in the first *Fighting Force* he's back to tackle an even more sinister enemy who is threatening the world once again. This time your mission is even more dangerous than before, as you have to dabble in a touch of governmental espionage to save the world from the nefarious plans of the Knackmiche Corporation who plan to use genetically cloned soldiers to achieve world domination. As ever, it is your job to stop them before it's too late, but if you screw up, you're on your own. Can you take the heat?

Fighting Force 2 is almost unrecognisable from its predecessor – which can only be a good thing – as it veers away from the now dated scrolling shoot-'em-up and ambles towards the third-person style of adventure gameplay that has made the likes of *Tomb Raider* and *Shadow Man* such successful franchises. The game is sprawled over a massive nine different stages, including: a jungle base, prison, bio lab and tank factory, which are then further subdivided into yet more levels. Within these stages you must solve puzzles and investigate the corporation's base, collating information

that will help you solve the riddles and mysteries that surround the genetic cloning. All the environments are fully interactive and fully destructible so you can leave a trail of carnage behind you, which is just as well, as that is the premise of the game – destroy everything and save the world. To help you on your mission of mass destruction is an assortment of weapons, from the standard handguns and Uzi's to the more indulgent flamethrowers and rocket launchers. Kill and destroy are your only orders, after all, it is one way to make a living.

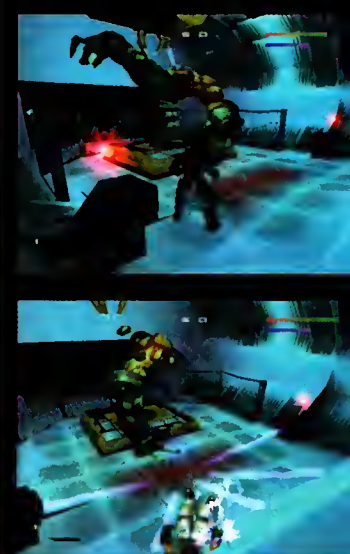
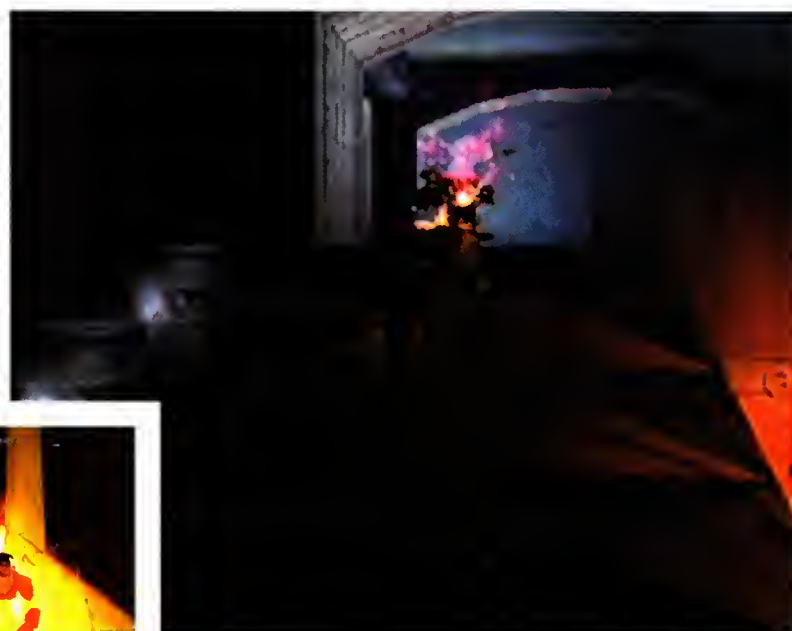
Fighting Fit

Visually the game is mightily impressive with a bucket-load of really cool little effects; the light sourcing is gorgeous, as are the perfectly realised explosions and electrical pulses that help to create convincing environment. The levels are fantastically constructed and detailed and even the slightly polygonal characters fail to detract from the overall allure of the game. The sound effects aren't bad either and they're brilliantly complimented by the virtually constant use of the rumble pack which goes off at every explosion, gun shot and lift movement, and considering it's non-stop action it means that you'll be rumbling all the way. So as you shoot your way through the mass of unwanted and unpleasant denizens that pollute the game



NICE TO MEAT YOU

➤ *Fighting Force 2* certainly has its fair share of big bad beasts. Check out this little mutie cutie who has a certain fondness for "Meeaaaaattt!" And if he doesn't get his protein ration, he'll resort to shock therapy... as our boy Hawk has just discovered.



continued



[6] Even though it was three on one, Hawk decides to beat the living daylights out of the mindless trio. [7] It was fireworks day come early for Hawk.

you have an accompanying rumble to keep you in rhythm. Killing, it would seem, has never been so rewarding.

Downforce

Unfortunately, *Fighting Force 2* is a rather rough-hewn diamond. What could've been a great game is hampered by a crippling case of poor handling, a chronic case of dodgy AI, as well as a minor dose of the potentially debilitating disease known as RSG (repetitive simplistic gameplay). Being able to make Hawk walk as if he were sober is a major



[1] Hawk starts his exercise routine with some high kicks to the right [2] With a gun that big it's best not to argue too much. [3] Part two of his training was to go up and down the ladder 50 times. [4] The explosions and light-sourcing in the game look great. [5] The electrical pulses are particularly attractive.



infoburst

Extra information!

- > Hawk works for SI-COPS which stands for State Intelligence Police, and is formed from the ranks of the FBI, CIA and Interpol.
- > Hawk Mason is 31-years-old, weighs 196lbs and is 6' 2" tall, which means that he's in pretty good shape.
- > Before working for SI-COPS he served as a marine, navy seal, security officer and advisor to the United Nations.

THE ORIGINAL FIGHTING FORCE

> As the title might suggest, *Fighting Force 2* is not the first installment of Core's pugilistic action adventure series. The original *Fighting Force* was released a couple of years back on PlayStation, and more recently, Nintendo 64. Our boy Hawk Manson was just one of four playable characters, with the remaining members of the quartet being made up of the brutish Smasher, the flame-haired Mace and the beautiful blonde Alana.



ROCKET RED

> One of the cool pieces of destructive equipment that Hawk gets to play with is the delectable rocket launcher. Simply point it at a target, wait for the display to declare that it is 'locked', and pull the trigger. Bada-boom, bada-bing!



challenge, and to make him kick and punch so that he actually hits his target is an even bigger challenge which all too often ends up with a controller being tossed angrily to the floor.

The same goes for the AI, which is virtually non-existent; you can enter rooms filled with guards who you might expect to make some kind of attempt to pump you full of lead. Well you'd be wrong. One or two might take a little bit of notice and might let off a shot or two, but never do you get filled with that adrenaline rush that makes you feel as if

your life is constantly at risk – in short, it all becomes a bit tedious. All of these unpolished aspects mercilessly gnaw away at the soul of the game leaving behind a tired husk of a game. The puzzles hardly test the grey jelly between your ears and it's not too hard to work out what you have to do most of the time. It's all a bit too simplistic and clichéd to say the least. Overall, *Fighting Force 2* is fun to play and looks great, it's just not a game that you will find yourself being totally engrossed in and addicted to for long.

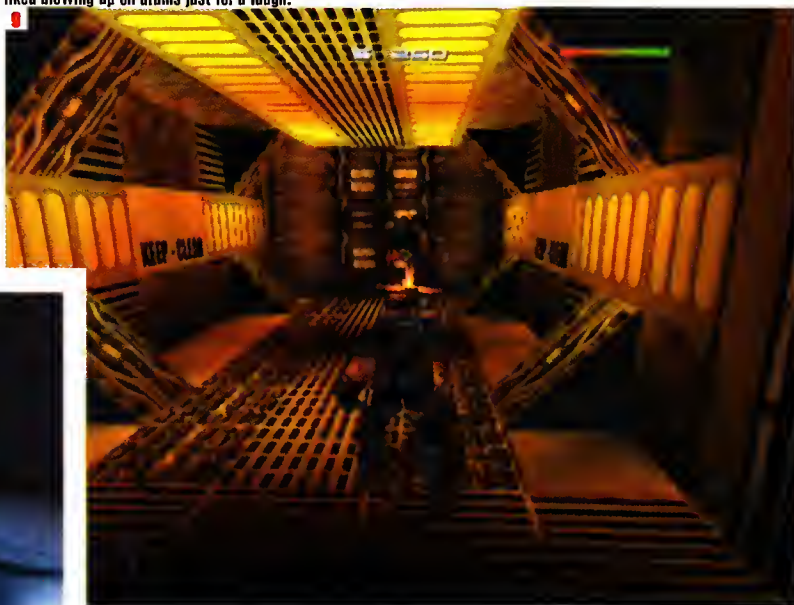
Alex Warren



[8] Hawk gave out a beating with his iron rod. [9] The 3D environments look fantastic. [10] Another explosion, another death... all in a day's work for Mr Manson. [11] Hawk liked blowing up oil drums just for a laugh.



"Killing, it would seem, has never been so rewarding..."



2nd
pinion

> It is a good sign that Core Design has signed up for the Dreamcast, and whilst *Fighting Force 2* is an entertaining romp, its lack of depth means that it doesn't have that all essential staying power. The graphics and sound effects are top notch, giving the wafer-thin gameplay elements a much-needed boost, however, it could have really done with additional gaming modes to add some longevity... here's hoping Core releases *Tomb Raider: Last Revelation* on Dreamcast soon!

Stuart Taylor

summing up the game
Dreamcast
magazine

pinion

MARILYN

- It has some top visual effects
- Decent amount of levels to keep you occupied
- Excellent use of rumble pack

CHARLES

- Simplistic puzzles
- Dated gameplay and storyline
- Control isn't too hot

VISUALS	83%
SOUNDS	72%
GAMEPLAY	70%
VALUE	77%

DM Rating 74%

summing up
> Although *Fighting Force 2* has some impressive visual effects, its gameplay and control leave the player ultimately unsatisfied.

alternatively >

- Shadow Man
- Resident Evil 2

NBA Sh

Dribble, dribble, dribble, dribble, dribble, dribble, bounce, bounce, bounce, bounce, bounce, spit, shoot – basketball, simple huh?

it seems that the popularity of basketball has risen meteorically in the last few years and, although it's yet to reach the astronomical heights that it has achieved in the US, it's making progress, albeit slowly. There has yet to be a basketball game for any console that has caused such a sensation that it's been able to turn the sport into more than just a sport, but a religion as it is across the Atlantic. But that was before the power of the Dreamcast and before the indisputable might of *Midway's NBA*

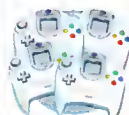
"Entertainment doesn't get much more enjoyable or satisfying than this!"

essential information

NBA Showtime
NBA on NBC



Publisher Midway
Developer Midway
Origin America
Price £39.99
Genre Sports
Release December



four players



arcade stick



vibration pack



visual memory

VM
information

Save position Y
Logo during play Y
Mini game Y

Although there's no mini-game as such, the VM unit does display a whole load of statistics while you're playing – what they all mean is another matter.

Dreamcast
magazine
ULTRA





owtime: NBA On NBC

Showtime. To put it in a word *NBA Showtime* is a great game, despite some obvious deficiencies. But even with these failings this is a game that just strides on through it all and up the steep and precarious mountain of greatness until it reaches the top and straddles the world. Prepare to be stunned. Prepare to be awed. Prepare to have some of the best fun of your hereto empty and soulless life.

Bouncing Balls

Much is said about arcade to Dreamcast ports (it's a port of *NBA Jam*), but *NBA Showtime* is a lesson in how to do it to perfection. The gameplay is all that you'd expect from an arcade game – it's addictive and incredibly good fun to play. Entertainment doesn't get much more enjoyable or satisfying than this. In fact it's so good that it's virtually impossible to describe the joys and pleasure that radiate out and filter through the air when you sit down with this game. Utopia it could well be.

A large amount of this pleasure derives straight from the graphics which not only look fantastic but they also move along at a slicker than slick rate (especially in the 60fps option). There's no slowdown whatsoever and the game is bursting with

the seams with action, outrageous moves and slam-dunks aplenty. The rest of the near orgasmic pleasure emitted by *NBA Showtime* is gleaned from the chaotic, outlandish, ludicrous and extravagant gameplay. The game mixes the real life action of the court with a large dose of some of the most preposterous slam-dunks and moves this side of the galaxy. All this madness is topped off with a sugar coating of all the usual special features and options that are packed into the majority of Midway's games, features that make games like this and *NFL Blitz* so fine. There's an 'On Fire' mode as well as sweet spots on the courts and secret power-ups... and of course there's the now legendary 'Big Head' mode – an absolute must for any game. Add to all of that all the ridiculous cheats and other hidden features and you'll find yourself glued to your Dreamcast for days on end. All these build up to create a game that is simply great fun to play. Nothing more, nothing less.

Slam Dunking

The game boasts a full NBC licence and has a giant sized 145 individual players – including all your favourite players – from the NBA as well as over 30



[3] Crispy and Boomer cast aside their fears and decide to shoot a few hoops with the weirdos. [4] He was just checking that what they said about where the sun don't shine was true... and he was right.



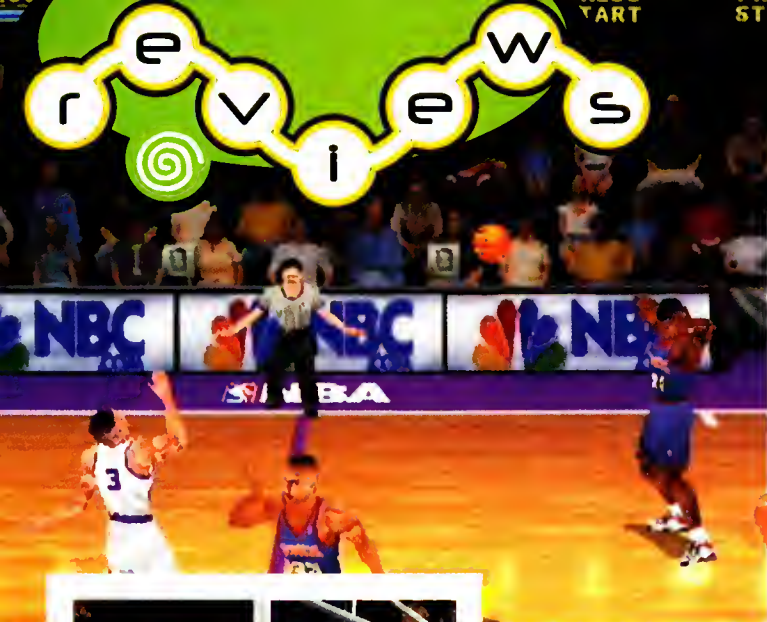
[1] There are loads of different views from which to see the replays. [2] The action moves so fast that even the ball is only a blur.

FURRY FRIENDS

> When you enter into the 'Create A Player' option there's a whole host of heads that you can pick for your players, including a collection of bizarre and strange looking creatures – our favourites included Crispy the horse and Boomer the blue... well, we think he's a cat. No doubt you'll have your favourites, but there are all way cool.

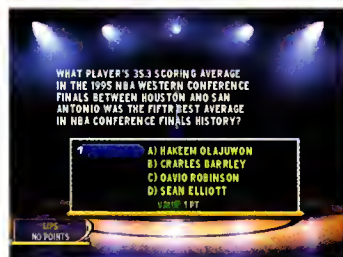
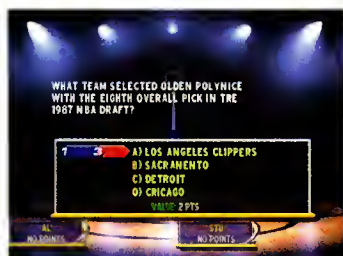


continued >



QUIZ TIME

> At the end of each match you're put on the spot and have to answer a basketball trivia question, which is a cool little touch to the game.



different courts, some real some fantasy. Rather than opting for full team play, *NBA Showtime* gives you full two-on-two action which means that the courts are less crowded. This gives you more scope for outlandish moves and there's no slow down as there doubtless would have been if they had tried to cram two full teams onto the court. The best thing about this is that when you play it in four-player mode the CPU has nothing to do but commentate on the action, and this is where the game really shines. Four times the players, four times the pleasure.

However, every silver lining has a cloud and as great as *NBA Showtime* may be, it still has its faults. Criminally the game only

features one mode of play – single match play – so there's no Championship mode, no Practice mode and no other mode to speak of. The loading times add another minus point to the game, but that's only a minor flaw. Likewise the commentary, as good as it might be, does tend to get a little repetitive at times – although after you've been playing long enough, you'll be making your own commentary anyway, so that doesn't really count. Even so, these detrimental features far from kill *NBA Showtime* due to its aforementioned gameplay and addictive nature, meaning that they hardly detract from the overall might of a game that is just too good to be toppled.

Alex Warren



[1] It was one-on-one, but we always knew who was going to win. [2] There's no time for hanging around. [3] These guys jump around as much as fleas.



2nd opinion

> Basketball, shmarketball! Personally, the only American videogame that I've actually enjoyed playing before was Baseball on the ill-fated Nintendo 64. However, I was royally surprised at how much fun *NBA Showtime* from Midway turned out to be. You don't have to be a Shaquille O'Neal to be able to play Midway's top BB sim, as it's designed in such a way that dimwits like me can get straight onto the court with a minimum amount of fuss. Oh, and my *NBA Showtime* alter-ego Crispy The Horse is based upon what my ex-girlfriends thought of me... honest! Stuart Taylor

Dreamcast magazine

@pinion

BALLS

- Brilliant fun to play
- Fantastic graphics which all run smoothly
- The four-player option

BOLLOCKS

- There's a distinct lack of modes of play
- Commentary gets a little repetitive
- Slow loading times

VISUALS	89%
SOUNDS	84%
GAMEPLAY	95%
VALUE	73%

DM Rating 90%

summing up

> This is undoubtedly a great game due to the fact that it is fantastic fun to play, despite the fact that it has a restricted amount of modes of play.

alternatively >

- > NFL Blitz 2000
- > NBA 2K



IT'S

Showtime

SPOT THE BALL!
20 Copies Of
NBA Showtime
Must Be Won!

DREAMCAST MAGAZINE has teamed up with Midway, publishers of the fantastic basketball game *NBA Showtime: NBA On NBC*, to offer you an exclusive chance of winning one of 20 copies of the game. Winner of our very own Dreamcast Ultra Award, *NBA Showtime* is a game that you don't want to miss out on.

And what do you have to do to win your very own copy? Simply tell us where the ball is in this screen using an 'X' and you could become another addicted basketball fan.

Once you think you know where the ball is send your answers to:

NBA Showtime Competition
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Midway may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Win a copy of NBA Showtime: NBA On NBC



Photocopied entry forms will be accepted

Name

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.....

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>If you don't want to receive related material tick this box. ☐



Vigilante 8: Second Offense

essential information>

Vigilante 8: Second Offense



Publisher Activision
Developer Luxoflux Corp
Origin America
Price £39.99
Genre Shoot-'em-up
Release December



four players



arcade stick



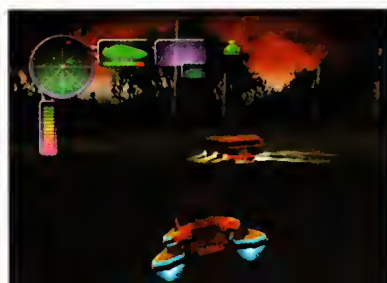
vibration pack



visual memory

VM
information

Save position Y
Logo during play Y
Mini game N





ond

Armageddon has come to the roads of America – are you ready for the nuclear fall-out?

“Never has gang warfare been so violent and so destructive!”



Offense



GET IT ON

One of the best features of V8: Second Offense is the mammoth amount of weapons and add-ons that you can get for your vehicle to make it into one very mean machine and looking more like a tank than a car. But it's not all weapons as you can get add-ons that allow you to go on water, fly and skim over the snow. Cool.



It's 1975 and a war is raging across the once peaceful suburbs of America. Streets are deserted, fire's rage as homes and shops smoulder away before collapsing into a pile of charcoal, wood and ash. There is a deathly silence in the air – there is no life here, it's all been destroyed, left as a poignant reminder of the on-going war of the roads of America between two fiercely opposed gangs, as if it is no more than a calling card. Never has gang warfare been so violent and so destructive, and it's set to happen all over again, only this time the stakes are higher and the destruction is going to be even more destructive and cataclysmic than last time. Prepare yourselves for the second offense – it's going to be messy.

Apocalypse Now

Messy it might be, but it's going to be a whole lotta fun in the making. Pacifists stay away, this is one for the masochists and those with a penchant for annihilation and extermination. We're back in the Seventies with Slick Clyde and his Coyotes, a group of desperadoes who are out for some severe revenge for their ignominious defeat at the hands of rival gang, the Vigilantes, in 1975. It's a grudge that's been born a long time by Slick and his cronies and only now, with the aid of a time machine, has he been able to go about inflicting his bitter revenge and eradicate the memory which has haunted him for too long. Now it's time...



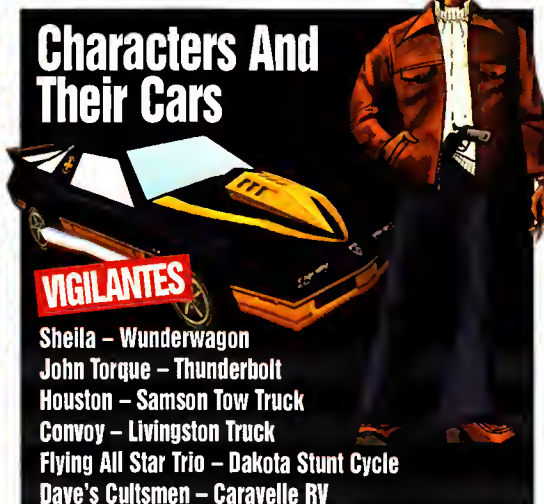
[1] Is this what they meant by road rage? [2] Don't leave a mess on the streets, or else. [3] Watch out for the dump truck – it'll treat you like garbage. [4] Choose which way the screen is split in two-player mode.



Characters And Their Cars

VIGILANTES

Sheila – Wunderwagon
John Torque – Thunderbolt
Houston – Samson Tow Truck
Convoy – Livingston Truck
Flying All Star Trio – Dakota Stunt Cycle
Dave's Cultsmen – Caravelle RV



continued >

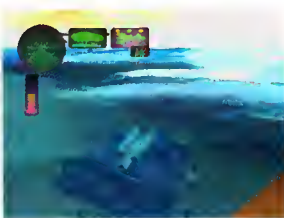
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"Everything about Vigilante 8: Second Offense is ridiculously fantastic!"



Nina Loco – El Guerrero
Lord Clyde Of OMAR –
Excelsior Stretch Limousine
Molo – Blue Burro School Bus
OBAKE – Tsunami
Boogie – Marathon
Dallas 13 – Corsair



infoburst

- > All the fighting environments in the game are real locations in America – the Florida area is based at the Cape Canaveral space station.
- > Although it was originally touted that *V8: Second Offense* might support network play, sadly this is not the case.

[1] All you have to do is aim, fire and destroy. [2] Try not to get caught in the cross-fire, your life is at stake. [3] He was sure there was something in the pipeline, but wasn't sure what it was. [4] This could be right out of *Easy Rider*, maybe.

Vigilante 8: Second Offense plumps you right slap bang in the middle of what can only be termed as an apocalypse of explosions and cross-fire with something even bigger just waiting to erupt... and that could just be you. You know that you're in the presence of a battlefield (and greatness) as soon as the fabulously rendered intro movie kicks in, with explosions going off left, right and centre as Slick and his crew burst back into the 1970's in a way only seen before in *Back To The Future*, armed to the teeth and ready for some serious action. And action's what you get in abundance as it crams into every little polygon on the screen and in doing so makes a scene that is begging to explode. In other words, it's manic.

You get to control of one of 18 different and totally individual vehicles and characters you must skit around the various areas destroying anything that moves and blowing up anything else that doesn't. There's the Flying All-Star Trio in their Dakota Stunt Cycle, Astronaut Bob O in his Moon Trekker, Molo in his Blue Burro Bus and John Torque in the Thunderbolt all of whom have individual attributes and perform differently. The action takes place in 12 different locations splattered around America, including Arizona, Louisiana, Florida, Alaska and Utah and all have their own distinct features which add to the overall mayhem that surrounds and envelops you.

Road Rage

There are three options of play in one player mode – Arcade, Quest and Survival – all of which create a state of chaos within a matter of seconds. In arcade mode you must destroy the other vehicles before

they blow you to microscopic pieces and back to the 21st Century, and as many buildings that you care to destroy – just for the hell of it, of course. In the Quest mode the purpose and outcome are just the same only this time you must find a couple of items as well; and in Survival mode you just have to, well, survive, and we all know that the best way to do that is to destroy them before they do the same to you. The action throughout is nothing short of anarchy as you go about your business of 'kill and destroy', and of course there's a whole host of weaponry which you can add to an ever growing arsenal as you drive around.

There are mortars, canons, machine guns, missiles, rockets, flamethrowers, mines as well as shields and upgrades – you name it this game's got it. Add to that a whole load of other character and vehicle specific 'specials' and you have what can only be defined as a moving bomb just waiting to blow. But it's not all driving either as you can transform your vehicle so that it can go on water and hover above the ground giving you a much-needed advantage over your would-be destroyers.

But the delights of *V8: Second Offense* aren't just a solitary affair as you can bask in the pleasures with up to four other souls who are seeking for a way to indulge their appetite for destruction. With two players you can either team up in a quest or go at it head to head with each other whereas with four players you can either have a four way battle, battle in teams of two and even revel in a game of cat and mouse. The combinations are almost endless, and the pleasure is infinite.

But even that isn't the best feature of the game. Where the game really shines is



in the fact that not only does it have some fantastic gamely but it looks great too. With so much going on you might expect a load of graphical deficiencies and tonnes of slow down. But you'd be wrong. It all moves along at a frighteningly quick pace and apart from occasional pop-up and the odd dodgy camera angle, it's arcade-paced action all the way to the bank. Explosions even look like the real thing for a change. To put the icing on the cake the soundtrack perfectly compliments the game with a mix of seventies funk and high-speed beats providing the perfect backdrop to the adrenaline filled action. It could almost be gaming perfection. Almost, but not quite due to the frustrating and ultimately infuriating control of the vehicles which take a while to comprehend and even longer to master. But then nothing's ever perfect, not even this.

Top Trumps

Although already granted a life on the PlayStation, the Dreamcast version of *Vigilante 8: Second Offense* is vastly superior in every shape, size and form. Everything about it is ridiculously fantastic – the gameplay, the game's concept, the action, the graphics, the music, the expanse – everything, and it puts previous incarnations to shame. As a genre, the game is unique on the Dreamcast and by virtue of that it demands a place in your game collection. It isn't your run-of-the-mill racing game, your typical shoot-'em-up or even a banal action/adventure game but something completely inimitable and unique. The fact that it's a great game is just a bonus.

Alex Warren



infoburst

Extra information >

> The Vigilante 8 series of game sprung from the oats of *Twisted Metal* that was a huge success on the PlayStation



Dreamcast

@pinion

FUNK

- Fantastic accompanying music
- Massive amount of modes of play
- Brilliant fun to play

FLUNKED

- Controls are initially awkward.
- Too few arenas
- The haircuts

VISUALS	86%
SOUNDS	90%
GAMEPLAY	94%
VALUE	93%

DM Rating 91%

summing up

> Once you've mastered the control of the vehicles, *V8: Second Offense* is explosive and fantastic fun to play and immensely satisfying.

alternatively >

- > Incoming
- > Toy Commander
- > Red Dog

@pinion

> *Vigilante 8: Second Offense* offers no more and no less than previous incarnations on other consoles. The only major difference is the fact that this is certainly the best looking of the series.

However, despite Alex's enthusiasm, I can't help but feel that just like every other version of the game, you'll play it to death for a while and then it will be left to gather dust.

That's not to say the *V8: Second Offense* isn't great fun because it is, and for a short-term blast this is certainly one of the most entertaining games to have arrived on the Dreamcast – just don't expect to be playing it forever.

Simon Phillips



[5] Using the flame-thrower in the petrol station probably wasn't the best idea, but he went ahead with it anyway. [6] Neither driver would give an inch and so out came the guns and it all turned nasty. [7] With a barrel the size of a small country aiming right at him, he thought it best to leave.



DRIFTERS

Chassey Blue – Vertigo
Astronaut Bob O – Lunar Explorer
Dusty 'Earth' – Frontier 4WD
Padre Halftrack – Goliath Destino
Garbage Man – Grubb Dual Loader
Agent R Chase – Chrono Stinger





Sega Soccer

Pass, pass, tackle, scratch bollocks, pass, run around a bit, tackle, spit, pass and shoot. There you have it – the game of football!

Football has often been given the title of the 'beautiful game', no doubt for the grace and style that flows through it like a river of ambrosia through the heavens above. But wait a moment, did someone forget to tell Sega that it was a beautiful game? Because by the looks of *Sega Worldwide Soccer 2000* it certainly seems as if someone did forget to let them in on this not so little secret. So instead of a beautiful simulation we get a damn ugly looking game, albeit one with depth and personality. But that doesn't matter, we're only interested in looks because we're blokes and shallow like that.

Sega Worldwide Soccer 2000 offers what can only be described as a

SHEFF WED
essential information >
Dreamcast
magazine
Sega Worldwide Soccer 2000



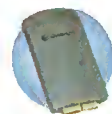
Publisher Sega
Developer Silicon Dreams
Origin UK
Price £39.99
Genre Sports
Release November



four players



arcade stick



vibration pack



visual memory
VM
information

Save position Y
Logo during play Y
Mini game Y

As well as displaying the logo during the game for some matches you will even get the name and number of the player on the ball. Exciting stuff!



How to score that elusive winning goal – pay attention at the back!



[1] Even Ginola's magic couldn't save Spurs. **[2]** Left, or right? **[3]** Scholes snuck in and buried the ball in the net.



Worldwide er 2000

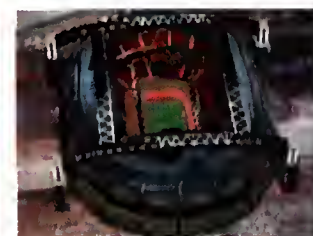


"So what if it's got character and depth, because without looks and verve it's worth next to nothing!"



STADIUM OF LIGHT

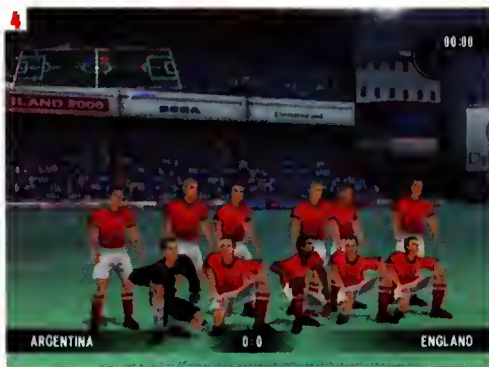
> There might only be ten stadiums to play in, but there are some pretty colossal ones to choose from, including the mighty Wembley and Old Trafford as well as an assortment of other fine looking stadia from around the world.



continued >



[1] There was always a lot of action in the Feyenoord box. [2] Get out of the way – it's my ball! [3] These Dutch players like nothing more than showing off their silky skills. [4] It could almost be 1966 all over again... maybe.



phenomenal amount of options of play and teams to romp around the park with, which is a good start at least. There are various Cups, Leagues and Tournaments to be won, internationally as well as nationally, and so at least you're not going to get bored with it in a hurry. Frustrated yes, bored no.

You can play in any of the home leagues of England, Scotland, Holland, Italy and France as well as a whole host of others, including bizarrely enough America. With a league chosen you can then choose any of the top flight teams to control, manage and all that sort of stuff and nonsense, and yes, Manchester United are there, as are Watford. The international list of teams is just as impressive, including all the minnow nations as well as the Brazils and Argentinas of this world. In other words you could be here a long time if you're desperate enough to win absolutely everything on offer... and can put up with the mind numbingly horrendous visuals.

The Ugly Game

If we were to stop there this game would be fantastic, such is its depth. However, unfortunately it's not because you actually have to play the game, and only then do you realise that it's not going to be as good as you first thought. If I said

it looked bad I would be lying. If I said that it looked horrendous I would only just be touching on the truth. Visually *Sega Worldwide Soccer 2000* is appalling, and that really is all that can be said about it. The audio is just as bad with some of the worst commentary that you're likely to hear. So when they say that it was a great goal, it's hard to believe them, such is their enthusiasm. Ugh, ugh, ugh!

The horror doesn't stop there as it doesn't just look like the back end of a horse it also plays like one too. The words 'football' and 'fast' should be synonymous – not where this game is concerned though. The players and the action are as stagnant and sluggish as the team from the local residential caring home after a pint of Red Bull and vodka – and just as unresponsive. Where's the fun in that?

A football game should be fast, furious and fun to play, but Sega's attempt doesn't really qualify for any of the above. Instead it's just plain old dull, mindless and prosaic. So what if it's got character and depth, because without looks and verve it's worth next to nothing! So yet again we find Sega shooting themselves in the foot by producing a totally sub-standard sports game for which they can have no excuse.

Alex Warren



2nd opinion

> Young Alex has been a mite unfair on the relative merits of *Worldwide Soccer 2000*. Certainly the graphics are a little garish in places and it is true that that Trevor Brooking's commentary begins to grate.

However, in every other department it trounces the rush-job that was *UEFA Soccer*. Whilst it may not be comparable to to say, *ISS '99* or even the latest *Fifa* offering, it is far and away the best football game to grace the Dreamcast thus far.

Overall, *Worldwide Soccer 2000* is a solid, playable football game that warrants your attention.

Simon Phillips

Dreamcast magazine

pinion

MAN UTD

- Despite shocking graphics, surprisingly fun to play
- The massive amount of teams and modes of play on offer
- Satisfaction from scoring a goal

WATFORD

- Atrocious graphics that make little use of the Dreamcast
- Appalling and repetitive voice overs and commentary
- No amusing create a player feature

VISUALS	65%
SOUNDS	61%
GAMEPLAY	68%
VALUE	56%

DM Rating 62%

summing up
> If football is supposed to be a fast, free flowing and enjoyable sport then this game couldn't possibly be termed as football, sorry, soccer.

alternatively
> *UEFA Soccer*
> *NFL Blitz 2000*

infoburst

Extra information>

- > There are over 170 teams to play in *Sega Worldwide Soccer 2000*.
- > There are, however, only ten different stadiums to play in.
- > Right at the bottom of the International team list is a team called *Silicon Dreams* – the name of the game's developers.



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I STILL KNOW...
KNOCK OFF
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LION KING 2
LOST IN SPACE
MASK OF ZORRO
MORTAL KOMBAT
ANNIHILATION

MULAN
NEGOTIATOR
PERFECT MURDER
PRACTICAL MAGIC
RONIN
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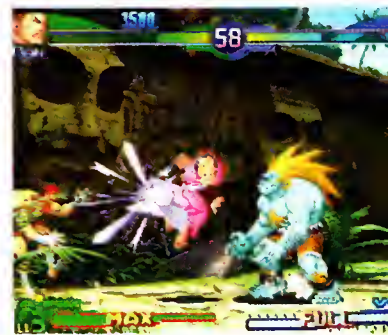
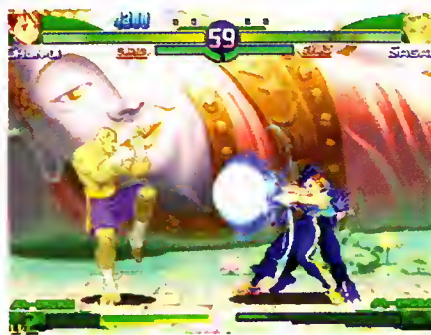
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Street Fighter

Few would challenge *Soul Calibur* to a fight, but then *Street Fighter* always did have balls!

Few things are as certain nowadays as the 'grandfather' of beat-'em-ups making an appearance on a new console, and we sure didn't have to wait long for the cobwebs to be dusted off this game! *Street Fighter* hits the Dreamcast, but this isn't the eagerly-awaited *Street Fighter III* unfortunately, but the latest in the souped-up 2-D legacy that has been hassling the PlayStation for the past few years. The result is a game that is still rich in comic-book pummellings, but looks hideously out of its depth perched on the Dreamcast platform.

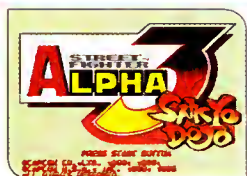
It could be argued that this game acts as a savoury stop-gap and serves to remind players that *Street Fighter* can still hold its own against the 3-D upstarts, in theory at least. The reality of it all though, is that the Dreamcast owners that have splashed out the cash for next generation technology and gaming will no doubt regard this as little more than something unpleasant that has been trodden in, and left to dry in the grooves on the soles of trainers the world over. To be fair though, despite looking like a sprightly grandad, this game still packs a decent enough punch.

Hyper uppercut

Split into a wide assortment of gaming modes, *Street Fighter Alpha 3*, apart from the undeniable fun to be had in the after-pub two-player Versus mode, is best played in the new (to this number in the series anyway) World Tour mode. In this, players must choose a character from a tally of 33 and send them off travelling the globe in search of opponents to smack-up. Each port of call brings fresh new adversaries who must be disposed of in order to move on to the next and beef-up your fighter's powers. The more fights you win, the more powers become available to your character. This comes in especially handy for later on when you have to take-on two, three and even four

essential information >

Street Fighter Alpha 3



Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	Out now



two players arcade stick

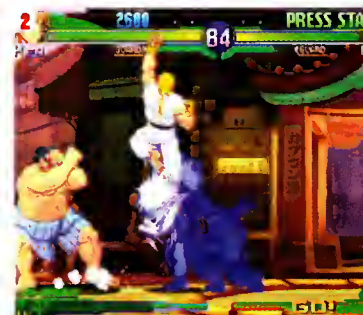
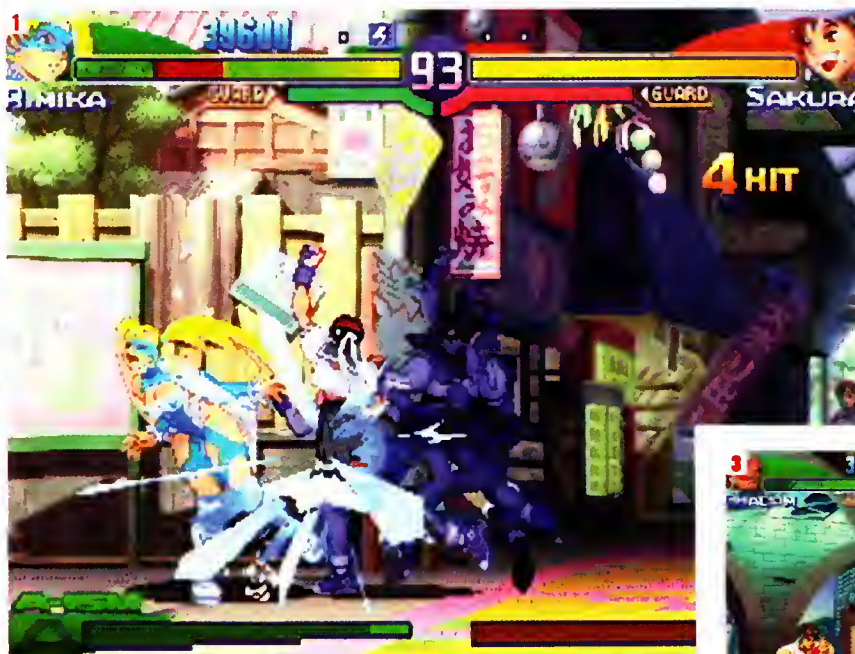


vibration pack



visual memory VM information

Save position	Y
Logo during play	Y
Mini game	N



[1] A classic Street Fighter bitch scrap!
[2] Ken attempts to give Honda a crash course in dieting. [3] The brasso-drinking competition took its toll on poor Dhalsim.



Akuma's Raging Demon super-combo. Very hard to execute, but very satisfying!



Globe Trotting...

> The best feature of *Street Fighter Alpha 3* is the World Tour mode. Pick a fighter and then go off in search of people to bash. With each win comes extra points and abilities.



Alpha 3

opponents at once... well, they take it in turns to attack you, but you only get one energy bar to wipe-out the lot.

Okay, so we've established the fact that this game is distinctly last-gen in terms of visuals, but the one true element that has remained true to all *Street Fighter* games over the console generations is that it is hugely addictive, and this garish eye-sore is no different. With the format and commands being as old as the proverbial hills means that anyone can pick it up and play and instantly know most of the moves for every character, because they haven't changed. What has changed though is the shape of the joystick you're playing it with though, and it has to be said that the Dreamcast kite-handle isn't the best utensil to use. The size of it means that getting to the hard-hitting shoulder-buttons isn't easy – especially if you opt for the noble ancient *Street Fighter* control method of favouring the D-pad

over these new-fangled analogue sticks! Of course, you can re-configure the buttons, but that will instantly lose you respect in the inner *Street Fighter* circles.

Soul destroying

Street Fighter Alpha 3, like the previous Alpha games, has slowly built on the extravagant combo system that was installed in *Street Fighter II* all those years ago. In this latest incarnation, you can opt to fight using three different power gauges. These are fuelled when you string moves together and once 'maxed' a tricky bit of joystick manoeuvring will unleash a super combo move. If these crowd-pleasers don't finish your opponent off amidst a hail of tear-jerking connections and a flash of light, then they'll serious wind them, provided they connect in the first place of course. The gauges in question are called 'ISMs' and the three on offer date back from *Super Street Fighter II Turbo* to



Street Fighter Alpha 2. They're complicated to explain, but *Street Fighter* aficionados will take to them like a bouncer to a p*ssed student.

To its credit, *Street Fighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version. It's not new by any means and it won't impress the masses much, but if it's a good, solid fighting game you crave with weeks of lastability, then you could do a lot worse than picking a fight with the oldest brawler in town!

Ryan Butt

> Just like Marmite you're gonna either love *Street Fighter Alpha 3* with a passion or hate it with a vengeance, with no in-between. Personally, I would be of the latter persuasion as this is the sort of game which should stay banished from the glorious realms of the Dreamcast. *Street Fighter* was a great game on the SNES but on the Dreamcast it's like a minnow swimming with the sharks of *Soul Calibur* and *Ready 2 Rumble*. Anyone foolish enough to spend money on this deserves to suffer for their stupidity.
Alex Warren



[4] We can think of far simpler methods for coming onto a bloke! [5] Dan covers as Ken flurries... [6] The big wrestler prepares to grapple!



summing up the game

Dreamcast magazine

2nd opinion

KICKS

- Loads of characters and moves.
- Still an entertaining two-player game.
- Hugely addictive.

FLOCKS

- Very dated to look at.
- Bloody awful tunes.
- Can damage your thumbs.

VISUALS	55%
SOUNDS	50%
GAMEPLAY	90%
VALUE	85%

DM Rating 84%

summing up

> Go beyond the retro look and you'll find a compelling fighting game that is holding back the years and showing the 3-D posse a thing or two about street fighting!

alternatively >

- Marvel Vs Capcom
- Power Stone

Worm

Armageddon has come at last. The world is coming to an end and worms are in the throws of power.

It seems that *Worms* has become some kind of national institution such is their all-conquering presence across a spectrum of games machines. But now it's making its way to the all-powerful Dreamcast and this time it's not just war, it's Armageddon. The end of the world is nigh. You know the score by now – command a small group of rebellious worms who are intent on destroying everything they come across as well as anybody who dares try and gets in their way.

Worms Armageddon retains all the charm and appeal of its predecessors as well as the simplistic gameplay that has endeared it to many a games player, despite its transition to the Dreamcast. But what this also means is that there isn't much advancement in the graphical side of things either – indeed this could be any *Worms* game on any games console at any time. In other words it's nothing that we haven't seen before, but that's not necessarily a bad thing as it's still great fun to play, maybe not on your own, but with a group of friends where you can plan your tactics and initiate your opposition's ultimate downfall. All the usual options of play are on offer – Missions, Death matches and multiplayer mode as well as a training

"It is, to all intents and purposes, a case of kill or be killed!"

WEAPONS GALORE

The best thing about all *Worms* games is the fantastic arsenal of weapons that you have available to help you destroy the world you live in and anyone who dares to stand in the way.



38

essential information > Worms Armageddon



Publisher Hasbro
Developer Team 17
Origin UK
Price £39.99
Genre Strategy
Release December



four players

arcade stick



vibration pack



visual memory
VM
Information

Save position Y
Logo during play Y
Mini game N

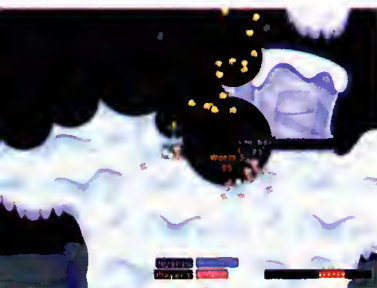
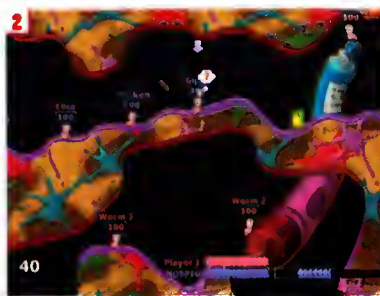


[1] Extreme sports were always a favourite with the worm community [2] Rolf had no idea what his latest painting would be used for. Can you guess what it is yet? [3] There's no time to think, if you want to live.

infoburst

Extra information

- > Worms are androgynous creatures and reproduce by themselves.
- > Worms are both birds and moles favourite snack.
- > It was back in 1993 that Andy Davidson, an A level student came up with the idea for Worms.





s Armageddon

2nd
@pinion

> As ever, Team 17 have delivered the goods. *Worms Armageddon* is the finest and most enjoyable of the series and of the console versions, the Dreamcast's is easily the most complete. Combining the best elements from the previous incarnations *Worms Armageddon* fitting tribute to the series.

Off the top of our heads, we can't think of any other game that offers as much fun and long-term multiplayer enjoyment as *Worms Armageddon*.

However, if you have any other version, on any other platform, then you might want to think twice before you shell out another £40.



mode where you can hone your murderous ways and exercise your throwing arm and trigger finger in preparation for the final showdown. With the added ability of being able to create your own personalised bunch of barbarous and gun wielding worms, it's a game with such appeal as to have you totally absorbed.

As a game, *Worms Armageddon* takes our carnal instincts and natural penchant for destruction and killing and gives them an arena to go and indulge themselves where there is no law and where no one's going to tell you what you can and can't do. There is only one rule in this game and that is to kill and destroy. It is, to all intents and purposes, a case of kill or be killed and the survival not of the fittest, but of the most cunning. The pleasures of this are made all the more indulgent and satisfying with a whole new and even bigger arsenal of weapons of massive destruction and there are over 60 of them. All the old favourites like the cluster bombs and exploding sheep are here, but they're complimented by the equally masochistic skunk attack,

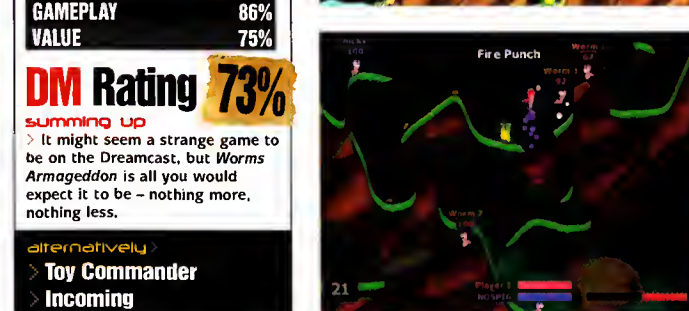
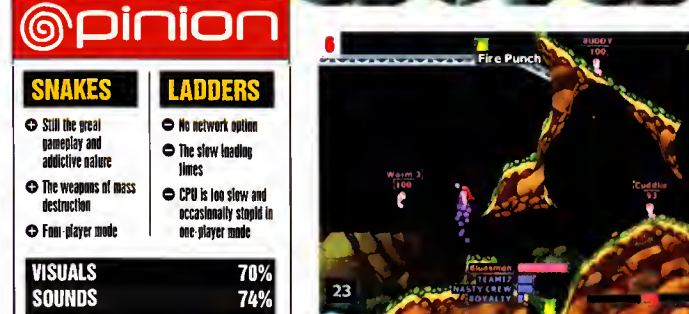
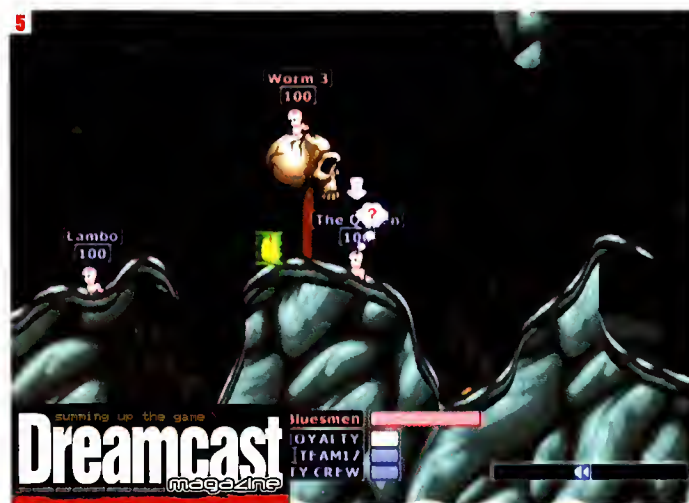
baseball bat and mole bomb, which are just as satisfying as anything else that we've seen before, if not more so. Indeed the most satisfying 'kill' never has been and never will be with a weapon, but a simple prod of the finger off the edge of a cliff into the depths of the water below. It might be sick, but who cares when it's this much fun.

Visually the *Worms Armageddon* hardly troubles the Dreamcast's graphical capacity, opting for the 2-D backdrops and action. Not that that's a bad thing, as you hardly notice it as you fully immerse yourself in your wicked and butcherous ways. But whereas the graphics are static, the comments that come from the little worms' mouths are lively and sprightly, a feature made all the more apparent by the choice of what kind of accent they have, from Scouser and Brummie to Geezer and Rushki. All told, *Worms Armageddon* offers nothing new to the gamer, doesn't even look as if it should belong on the Dreamcast but – and this is a big but – it is great fun to play with a group of friends. *Armageddon* is indeed coming.

Alex Warren



[4] The sheep might look all sweet and fluffy, but it sure ain't. [5] A pestilence had killed all humans but the worms lived on. [6] It was time for a bit of karate action.



Dreamcast
@pinion

SNAKES

- Still the great gameplay and addictive nature
- The weapons of mass destruction
- Fun player mode

LADDERS

- No network option
- The slow loading times
- CPU is too slow and occasionally stupid in one-player mode

VISUALS	70%
SOUNDS	74%
GAMEPLAY	86%
VALUE	75%

DM Rating 73%

summing up

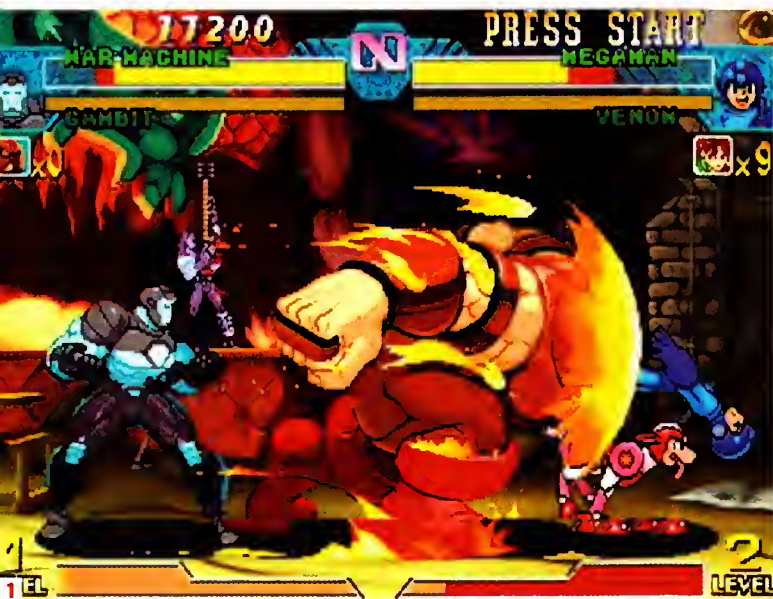
> It might seem a strange game to be on the Dreamcast, but *Worms Armageddon* is all you would expect it to be – nothing more, nothing less.

alternatively >

> Toy Commander

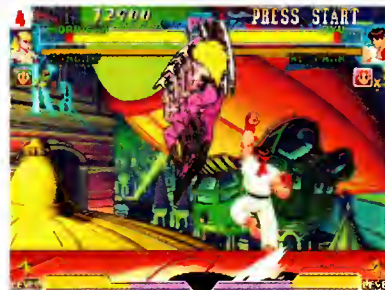
> Incoming





Marvel Vs

It's the biggest fight of the century – join the greats of beat-'em-up history as they bash the living daylights out of each other!



Well, it's that time of year again when the top bods at Capcom HQ put their collective minds together and bring us another quality... fighting game. Call us mildly cynical, but could it be that the word 'originality' doesn't exist in the Japanese language? Nevertheless, when the people behind the *Street Fighter* series stick to their predictable guns, they do it with style and thankfully this is no exception.

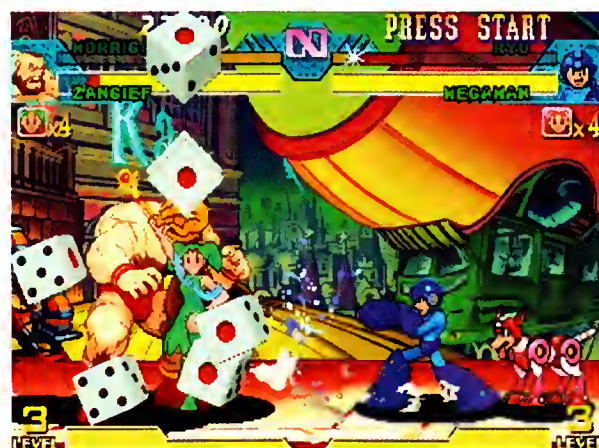
Right, from the moment you turn on *Marvel Vs Capcom*, you'll be able get into it as if you've been playing it for ages... as long as you're even vaguely familiar with any of the *Street Fighter* games. It's got enough in common with Capcom's other long line of fighting titles to make it easily accessible and yet provides sufficient new touches to prevent people from saying it's nothing more than a rehash of old ideas... well, most people anyway.

Tag Team Action

Taking cues from earlier arcade titles like *Marvel Vs Street Fighter*, you've got the opportunity to pick a team of two characters and then switch between them freely during the fight (unlike on 'other' machines...). Now though, you've also got to pick an third random ally as well, who can be called in to wreak havoc for a few seconds before nipping off again. Smart.

"Press a few buttons and

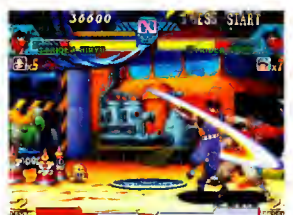
[1] They don't call him Juggernaut for nothing... look out! [2] Ooh, now that's going to leave a mark! [3] Take that – pow! [4] Anything Ryu can do, I can do better!



infoburst

Extra information

- One of the longest running games series, *Street Fighter* is over 10 years old.
- With 37 characters on offer, *Marvel Vs Capcom* is one of the biggest fighting games yet!
- Capcom are now working on *SNK Vs Capcom*, combining the Dreamcast and Pocket Neo-Geo!
- Despite being in Capcom's fighting games for years, Ryu hasn't aged a bit!



essential information

Marvel Vs Capcom



Publisher Virgin Interactive
Developer Capcom
Origin Japan
Price £39.99
Genre Fighting
Release Out now



visual memory
VM
information

Save position Y
Logo during play Y
Mini game N



Capcom



Then there are tons of special moves and powerplays that can be pulled off, as long as your power meter is filled. You can do all sorts of double-team moves and massive flashy finishers that plaster your opponent's face across the pavement. The best part of the game however, has to be 'Cross Fever' – if you've got four mates (and four controllers, of course) you'll be able to play a four-player version of the game. This is incredibly good fun and also a first for any console – a decent multiplayer beat-'em-up!

One of the most remarkable things is the lack of delay while you're playing it. Thanks to the immense power of the Dreamcast, there's practically no loading time between fights and the matches themselves fly along at a fair old pace. The animation never falters and there's not even a glimmer of slowdown, even when the screen is full of action. This is a near-perfect arcade conversion with plenty of extras on the side!

Crash, Bang, Whallop

Of course it's not all perfection and as you'd expect, there are a few problems that prevent this from being the definitive fighter. For starters, the desperate need to make Marvel Vs Capcom different from the fighting games that have preceded it has produced a game that might seem a little bit too complex for some. At the end of the day, it's a beat-'em-up in which gamers want to be able to press a few buttons and beat things into a pulp –

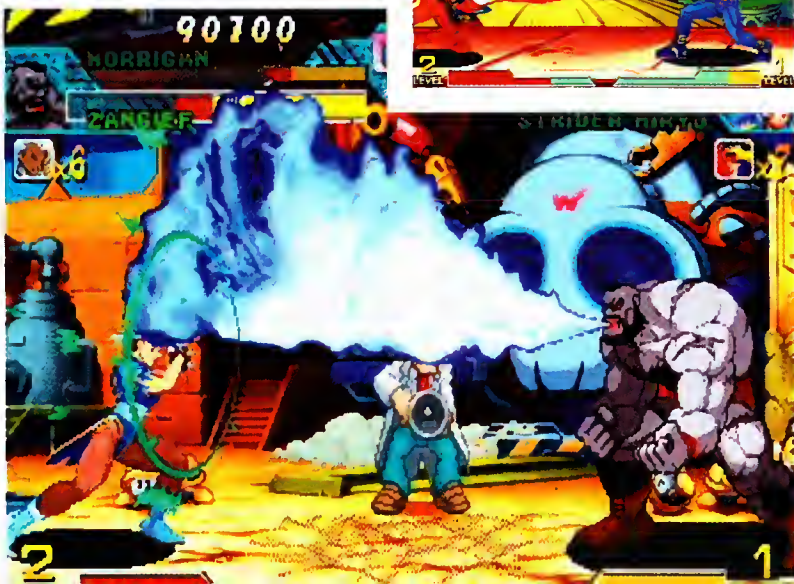
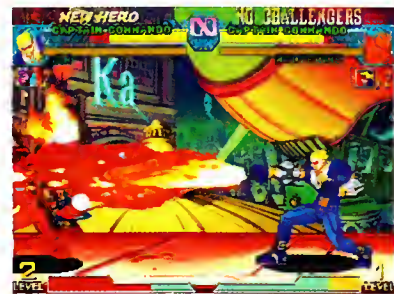
beat things into a pulp!"

having to learn tons of new button combinations just to play the game properly can be a pain.

However, the most annoying thing about playing Marvel Vs Capcom isn't really a problem with the game – it's more the fault of the Dreamcast itself. Unless you've gone and splashed out on an Arcade Stick (which is needed for... erm, nothing else), you'll never get the most out of this game; playing it properly with the regular pad is nigh-on impossible. With all the different button combinations required to activate the various moves, it can be tough to find a comfortable control layout that does the job. The top L and R buttons in particular are very annoying in the heat of battle...

If you can forgive the minor faults though, Marvel Vs Capcom really is one of the better fighting games around. If you want to be a total cynic, then yes – it's just another *Street Fighter* game. You could even be really pessimistic and ask the question that in the age of Dreamcast technology, do we really need another 2-D beat-'em-up like this? Well, surprisingly the answer is yes; just because it doesn't look anything special, that doesn't mean it isn't fun. Going back to your 2-D roots has never been so good...

Martin Mathers



2nd opinion

> Games like *Marvel vs Capcom* should, in a word, be banned. At least on the Dreamcast. It suffers from all the diseases that rankle all Capcom beat-'em-ups. Rather worryingly some people will absolutely love the mindless gameplay, multi-coloured backgrounds and flashing lights, but for the more seasoned games player (or at least those with any taste) this is just sickening and eye watering stuff. Please, please, please will someone tell Capcom to stop churning out this rubbish and get on and make *PowerStone 2*. Please!
Alex Warren

Dreamcast magazine

2nd opinion

FISTICUFFS

- One of the first four-player beat-'em-ups!
- Fast moving and action-packed arcade fun
- Virtually identical to coin-op version

EARMUFFS

- Controls leave a bit to be desired
- Can get confusing for first-time players
- Well, it's only *Street Fighter*...

VISUALS	85%
SOUNDS	84%
GAMEPLAY	92%
VALUE	89%

DM Rating 91%

summing up
> If you're looking for a top-notch, no-frills fighting game then you'd be a fool to overlook one of Capcom's finest titles yet!

alternatively >
> *Power Stone*
> *Soul Calibur*

Blast From The Past

> Talk about bringing old fogies back to life... to fill up the Capcom side of the game, a number of familiar faces have reappeared to do battle with the might of the Marvel boys. See if you recognise any of these guys...

Ryu

The original *Street Fighter*, Ryu's learnt a thing or two since his arrival all those years ago. Just watch out for his fireball!



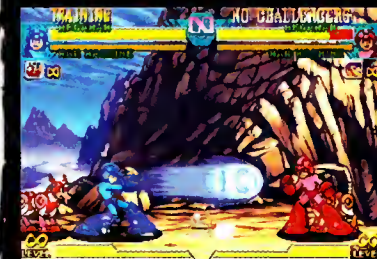
Strider Hiryu

If you remember this guy, you're officially 'old'. He's back from the days of 2-D platform adventures and he's still as dangerous as ever!



Mega Man

The little guy hasn't changed much since his original days on the NES – with his blaster on his arm, at least he's learnt how to duck now...



Arthur

There ain't no ghouls or ghosts around here (unless you count Morrigan), but Arthur's still fighting with his trusty lances by his side!





web site | www.sega.com



Infoburst

Extra information >

- > The game boasts over 1,500 motion captured images of real life counterparts.
- > NFL 2K vaunts an official NFL licence with all the teams, players and stadiums.



- [1] The coach said dive and he dived.
[2] Run Forrest, run. [3] All the names and buttons to help you on your way.



NFL

More fooling around with men in tight pants and shoulder pads with Sega's American Football title.

It would seem that the partnership between Sega and Visual Concepts is one made in heaven judging by the number of high quality games that are Dreamcast bound from their stable. But whether or not NFL 2K is a game that is fitting of this noble lineage is a cause for much debate.

Down Town America

First of all, it's an American Football game which has it's own deep-rooted problems in a country where it's not quite socially accepted, let alone understood. Over in Blighty we prefer the violence of rugby and the ponciness

Playing Around

> As well as being able to create your own players you can also create your own play, so that you do actually know where your players are going to run. Mind you it takes a while learning how to work it all out, so patience is required.

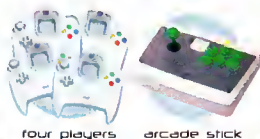


essential information >

NFL 2K



Publisher Sega
Developer Visual Concepts
Origin America
Price £39.99
Genre Sports
Release 2000



vibration pack



Save position Y
Logo during play Y
Mini game Y

As well as saving your position in the season mode you can also use the VM to save any players and any plays that you create so that you can take them wherever you go.



2K

of football, so why we don't like American Football – which is a perfect hybrid of the two – remains a mystery. So, is *NFL 2K* finally going to reverse this trend and convert us into a nation of American Football lovers? Probably not.

As a game *NFL 2K* has it all, it boasts a ridiculously massive six modes of play offering all you could ever want from a sports game. There's Practice, Exhibition, Tournament and Season modes as well as Play-off and Fantasy options where you can put together your own season. No complaints there. Best of all though is the option where you can create your own players and team and design your own cunning plays as if you were an expert coach from the mid-west to be saved onto your VM.

The game even has a four-player option which can only be regarded as a good thing, as sports games rarely have lasting appeal when you must trawl through them on your own. So with four players in tow there's four times more fun to be had. With all these credentials it would seem that the game couldn't put a foot wrong, yet it still does.

Visually it is nothing short of awesome. The players are unbelievably detailed and move with incredible precision and fluidity – but that's hardly surprising as there are over 1,500 motion-captured images used to make them up. Add to that some fantastically rendered stadiums, ultra-realistic weather effects and you have a game which seems to be one of the most rounded and complete on the market. Yet it still manages to slip up at the vital moment. It's not even the audio quality of the game that proves to be the Achilles heel, as there are some varied commentary as well as accomplished sound effects from the crowd and grunts and groans from the players.



Beaten Black And Blue

Despite all of *NFL 2K*'s said credentials, the game still manages to fall on its face and get a bloody nose because it is sadly lacking in the gameplay department. *NFL Blitz 2000* has already shown that American Football games can be both fun to play and engrossing. *NFL 2K* lacks gusto – it's just not fun or even remotely enjoyable to play. Sure the graphics are great but the game moves as fast as a snail, despite running at a swift 60fps.

The action is lackadaisical, even bordering on the static, and when there's no action there's no enjoyment. Of course the complexity of the sport doesn't help, but the game does little to offer a watered down set of rules and. Unlike *NFL Blitz* there are rules and there are refs which only serve to stop the game dead in its tracks. All the options of various plays and the like are easy enough to follow but the general presentation let it down. Call me a Philistine but when a game sends you to sleep, there has to be something wrong with it. If, on the otherhand, you have the patience to put up with a game that takes ages to get the hang of then you're on to a winner – it's just one of those games that you're either going to love or hate. But in reality *NFL 2K* could and should have been so much better than it is, leaving the way clear for its rival to take the NFL crown.

Alex Warren



[1] Going over for a Touchdown has never been easier. [2] Americans never could remember their numbers. [3] Getting down to some business. [4] Just in case you aren't clued up on American football, kick the darn ball!



2nd opinion

> It's bizarre how many American Football titles are now out/on the way for the Dreamcast... particularly as the console is still in nappies! However, Sega's entry to the Yankee pigskin ball park is not a bad effort, and whilst it is not quite as good as *NFL Blitz* from Midway, it stands head-and-shoulders above Acclaim's *Quarterback Club 2000* (which is surprising, as Acclaim's American Football videogames are usually the best of the lot). You're better off with *Blitz*, but this ain't bad! Stuart Taylor

Dreamcast magazine

2K

- Great looking graphics
- Huge amount of playing modes
- Will last until at least the next millennium

KO

- Where's the two?
- Decent graphics, slow gameplay
- Made a little too complex

VISUALS	87%
SOUNDS	74%
GAMEPLAY	67%
VALUE	85%

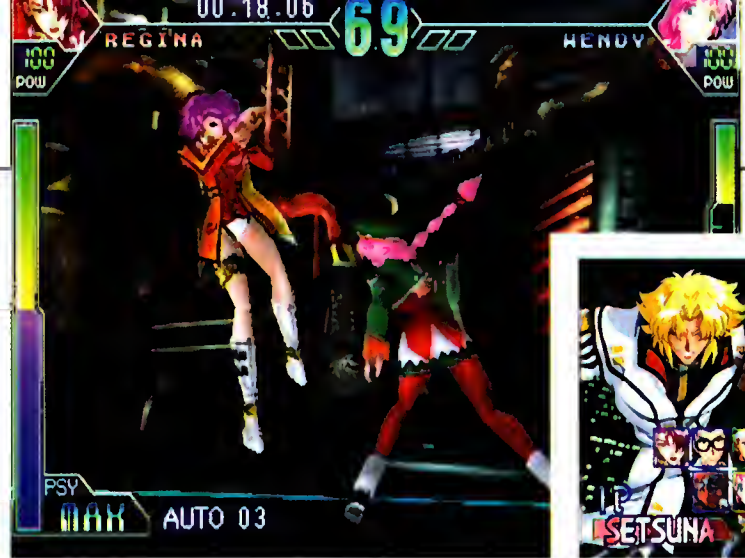
DM Rating 74%

summing up

> When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous due to a lack of fire in its belly, despite being visually superior.

alternatively >

- > *NFL Blitz 2000*
- > *NFL Quarterback Club*



Psychic Force

Psychic Force 2012



Publisher Acclaim
Developer Taito
Origin UK
Price £39.99
Genre Beat-'em-up
Release Out Now



two players arcade stick



vibration pack

Visual memory
VM
information

Save position Y
Logo during play Y
Mini game N

Can Taito's Manga-influenced beat-'em-up join *Soul Calibur* and *Power Stone's* 'Fight Club'?

❖ **Beat-'em-ups are like buses really, aren't they? I mean, you wait around for ages for one to turn up, and then stacks of them pull in at the same time! Hmmm, admittedly that's a ropery metaphor, as the one genre that is never lacking on a console (apart from the mis-managed Nintendo 64) is the beat-'em-up.**

So far, the Dreamcast has had the likes of *Virtua Fighter 3tb*, *Street Fighter Alpha 3*, *PowerStone*, *Marvel Vs Capcom* and *Soul Calibur*... and the little blue and

beige bugger is not even out of nappies yet! So, sensing that there must be an untapped market, Acclaim enters the crowded fighting arena with *Psychic Force 2012*, a title it is distributing in Europe for arcade hall giants Taito.

From the minute you boot up *Psychic Force 2012*, you know something is very, very wrong. For a start, the odds are that you picked up a Dreamcast to buy the next generation of videogames, leaving the dated delights of the PlayStation behind. So, it is curious that *Psychic Force 2012* looks disturbingly similar to the original game of the same name on Sony's grey box of tricks... from over two years ago! Granted, each game should be evaluated on its own merits, but graphically and aurally, there is nothing here that couldn't have been ably produced on a PlayStation – and that's not the reason you've forked out almost 200 smackers on a new next generation console, is it? It should also be noted that the soundtrack's sub-operatic techno-rock combo is a tad offensive on the ear drums as well (cue immediate turning of volume dial to zero).

Mayhem, Mischief, Soap?

To be fair, from this reviewer's point-of-view, graphics and sound are never as important compared to how a particular title plays. The excellent *Chu Chu Rocket* reviewed in this issue is a classic case in point: simple graphics, average sound-effects and music, but by criminey, it plays like a redneck banjo strummer high on mama's special moonshine (which mean's it's very good, by the way).

So, does *Psychic Force 2012's* gameplay make up for the fact that is presented in such a retro format? Um, considered as a whole, probably not. However, now would be as good a time as any to point out that a respected Japanese gaming magazine selected the arcade version of *Psychic Force 2012* as its beat-'em-up of 1998. And yes, as astounding as it may seem, it did beat the likes of *Soul Calibur*.

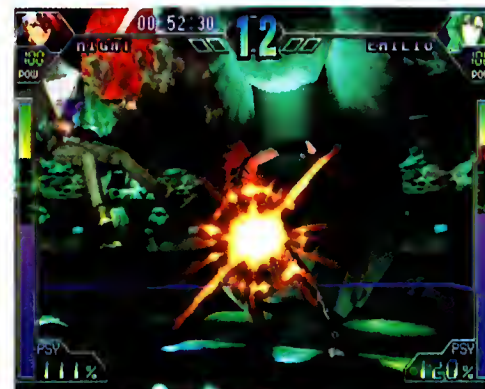
What was it about this game that gives it such an appeal to those supposedly 'in the know'? Well, it does feature a unique combat system, allowing players to duke it out in a 360-degree cuboid-shaped

FIGHT CLUB: THE GAME

> What the beat-'em-up genre needs is a new twist... perhaps an innovative movie licence? What would *Fight Club: The Game* be like on Dreamcast?

An office opinion splitter, some of us reckon that *Fight Club* was a barnstormer of a movie, whilst others thought that the twist ending was a desperate attempt to salvage an already flawed film. However, how cool would a *Fight Club* videogame be on Dreamcast, and how would we design one?

Kicking off with a grungy FMV sequence depicting the 'this is your life' speech by Tyler Durden (played by Brad Pitt), and featuring the stonking Dust Brothers soundtrack, the game would initially take place in a *Resident Evil*-style 3-D environment. Taking on the role of Jack (Edward Norton), players would hang around at support groups pretending to be someone else, and hug Meat Loaf (the latter requires repeated button pressing – the faster you press, the better the hug – and is essential to progress to the next level). The next stage sees Jack finally meeting up with Tyler, and the resultant formation of Fight Club, which will utilise the *Ready 2 Rumble* game engine. And then... eh? Hey, Simon! What do you mean I'm fired?

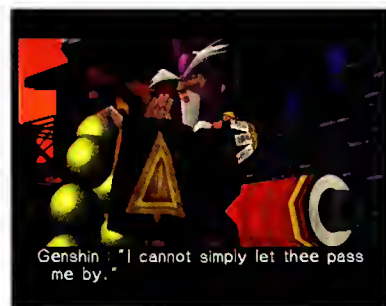


Infoburst

Extra information

- > The playable characters in the game are called Psychiccers... because they have psychic powers.
- > *Psychic Force 2012* takes place two years after the original *Psychic Force*.
- > Psychics shouldn't be confused with the likes of Ted Bundy (psychos) or Robin The Boy Wonder (sidekicks).

The game kicks off with an FMV sequence rendered using the ingame engine.



Genshin: "I cannot simply let thee pass me by."



ce 2012

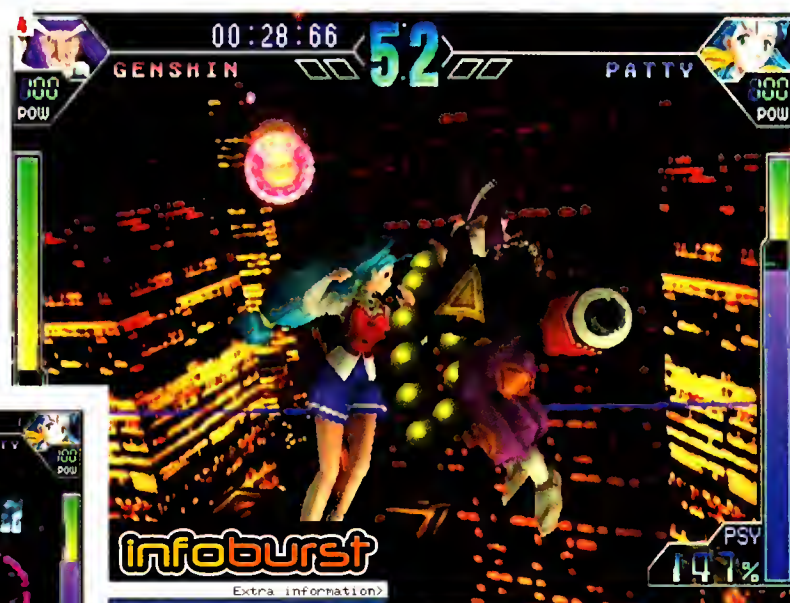
arena. Each of the unique Manga-influenced characters can unleash a combination of close-quarter physical attacks (ie punches and kicks) and long-range psychic assaults (these vary according to each characters attributes, but include such delights as the Lightning Hound and Atomic Burner).

Just for implementing a new fighting system, Taito gets a hearty thumbs up, but it matters little if the game itself is largely unengaging, lacks a feel of real 3-D freedom and is, at its core, downright irritating to play. Perseverance is probably the key to getting the most out of this game, but since the overall experience is hardly enjoyable, only a masochist would put themselves through this torture when there are far, far superior beat-'em-ups available on Dreamcast.

"It's a pity that the innovative combat system couldn't have been attached to a better quality game..."

Dyed-in-wool fight addicts who frequent the local arcade halls would no doubt have already made their own minds up about the merits of *Psychic Force 2012*. With the good news being that if you loved the original PSX version and got all sweaty over the arcade rendition, then you will enjoy this Dreamcast installment. Although it's a solid and faithful arcade conversion, it's just a pity that the innovative combat system couldn't have been attached to a better quality game. Stick with *Soul Calibur*.

Stuart Taylor



infoburst
Extra information

Some of the Dreamcast Mag team met world-famous psychic Uri Geller when he popped into the office a few years back... and he even bent a spoon for us! Which was nice.

[1] Wendy slams Regina into the side of the arena... ooo, that's got to hurt! [2] Regina feels the pinch, courtesy of an psychic energy blast from Setsuna. [3] Viewed up close, the graphics really don't cut the next generation mustard. [4] Dirty old man Genshin tries to cop a feel off of Patty.

2nd opinion

> Arcade game of the year? My arse! Great things were expected from this game when it arrived in the office, unfortunately when we actually put the dics in the console and played it we were mortified. Not only does it look horrendous, it plays horrendously too. Do Taito actually think that there's a place for this kind of game on the Dreamcast?

This is a lazy, ill-conceived beat-'em-up with very little going for it other than the pretty visuals and if see ever this game again it'll be too soon. To the bin and begone! Alex Warren

Dreamcast magazine

pinion

TYLER

- A unique fighting system
- Over 100 great characters
- It's only on Dreamcast!

JACK

- A fiddly fighting system
- Awful operatic musical twaddle
- It looks like a PlayStation game!

VISUALS	55%
SOUNDS	70%
GAMEPLAY	65%
VALUE	60%

DM Rating 65%

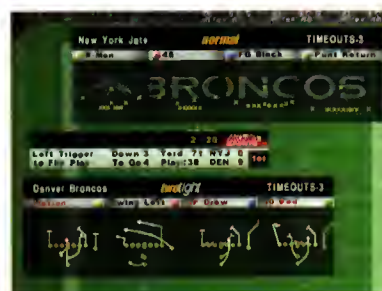
summing up

> In an already crowded genre, *Psychic Force 2012* just doesn't fare particularly well compared to *Soul Calibur* and *Powerstone*.

alternatively

> **Soul Calibur**
Power Stone





American Football is on a full scale invasion of Britain. How are we going to survive?

NFL Quarter

Infoburst

Extra information

- > This is the third American football game for the Dreamcast, not to mention the worst.
- > There are a massive 16 different camera angles to choose from.
- > American football is the most popular sport in America... which explains a lot.



[1] These boys are as mean as they are hard. [2] Create your own plays... If you can work out how to do it.



It would seem that the peaceful island of Britain is undergoing something that can only be described as a full scale invasion from America at the moment... at least that would seem to be the case if we were to look at the mass influx of American Football games into the country at the moment. This is the third such title to make the long trek into our offices, and quite frankly we're getting a little tired of them. But not only is NFL Quarterback Club the third American Football game to reach us, it's also the worst.

More NFL 2K than NFL Blitz 2000, Quarterback Club has all the options and all the modes of the former and none of the fun and games of the latter, which ultimately means that it's not much cop.

essential information

NFL Quarterback Club 2000



Publisher Acclaim
Developer Acclaim Sports
Origin America
Price £39.99
Genre Sports
Release Out Now



four players arcade stick



vibration pack



visual memory
VM
information
Save position Y
Logo during play Y
Mini game N



What Is A 'Down'?

> You're English, and like the rest of us you haven't got a clue what a 'Down' is. Well here at DREAMCAST MAGAZINE, we went and did a little bit of research into the matter, but the only definition we could find was a load of grown men crouching down in a big field, playing with their balls. Enlightening stuff, hey?



Scoring goals has always been satisfying and Touchdowns are just as good.



"Not only is NFL Quarterback Club 2000 the third American Football game to reach us, it's also the worst!"

Quarterback Club 2000

2nd opinion

Having played *NFL Blitz 2000* and been converted to the American Football cause, *NFL Quarterback Club 2000* promptly reversed my opinion – it's a load of old cack! As a game, it has no appeal and even less character. It's all a bit too slow and complicated to get to grips to ever get any kind of enjoyment from it. Because of this *NFL Blitz 2000* is anything but a good advert for the sport and as long as games as bad as these are released, American Football will forever be destined to remain popular only in America.

Mark Jones

There's the usual Season, Practice and Play-off modes as well as an Exhibition mode, just like *NFL 2K*. It's also got all the same confusing play options and, truth be told, there's not much to choose between the two – they're both as dull and uninspired as each other.

Visually *NFL Quarterback Club* isn't too bad with some highly detailed and polygon bursting players, it's just a shame about the completely inanimate and water coloured crowd who do their best to stay quiet and kill any atmosphere. And that's where *QBC* really loses out, as it just has no atmosphere at all, a feature made all the more worse by some crass and somewhat droll commentary. Even the four-player mode (saviour to so many games) fails to ignite the blue touchpaper and save this game.

Dead And Buried

The best feature about the game is the expansive 'Create A...' mode where you can not only create an individual player and plays but you can also customise an entire team, choosing players from all

the teams and throwing them all together to create some kind of über team. But you'll still get beat due the pretty appalling control system that only goes to annihilate the gameplay, making it seem worse than it already is. To say that the control was unresponsive wouldn't be doing it justice, as it's less effective than a chat-up line from 'The World's Greatest Chat-Up Lines' book. And if we were to say that the action was fast and furious, well, we'd be lying.

What action there is, is conveniently split up every five seconds as a down or whatever the referee decides to call is called. How do Americans expect us to understand the appeal of this sport if they continue to send such bad ambassadors to try and convert us? There's just no fun in a game like this as it all it does is infuriate, annoy and irritate, thereby making sure no one actually enjoys the game, let alone gets converted. If you want an American Football game, then the one that should be on your list is *NFL Blitz 2000*.

Alex Warren



[3] Enjoy the pleasures of creating your own team. [4] Even the replay mode looks really poor. [5] Deciding what play to call is one thing, working out what it means is another.



DOWN

- Leads of modes of play
- Create a team, player and plays option
- Four-player mode

OUT

- Distinct lack of action, and it's slow
- Awful commentary
- Difficult to pick up and play

VISUALS	60%
SOUNDS	52%
GAMEPLAY	54%
VALUE	70%

DM Rating 56%

summing up
Dull, boring and mindless. *NFL Quarterback Club* is American Football at it's worst, with not an ounce of enjoyment in sight.

alternatively >

- NFL Blitz 2000
- NFL 2K



CAMERAS, CAMERAS, CAMERAS!

> It might seem a little mad, but *NFL Quarterback Club* features a gigantic 15 different camera angles to choose from to watch all the action (or lack of it). There's a QBC Action Cam, TV Cam, Helmet Cam, Sideline Cams, Ball Cam, Aerial Cam – you name it, this game's got it. The camera option also offers you the chance to position your own sixteenth camera somewhere in the stadium.



Import Reviews

► If you own an import machine or you just want to check out what Japanese and American Dreamcast players have been enjoying, then this is the place to be. Here's where we take a peek at the wide world of import games.

This month's gems are undoubtedly Sonic Team's *Chu Chu Rocket!* and the highly anticipated arcade conversion of *Zombie Revenge*. Elsewhere you'll find the usual mix of the good, the bad and the just plain weird!

Chu Chu Rocket	70
Zombie Revenge	72
Let's Play Golf	74
Giga Wings	74
Makan X	74
Jojo's Bizarre Adventure	74

essential information

Chu Chu Rocket



Publisher Sega
Developer Sonic Team
Origin Japan
Price £34.99 Import
Genre Puzzle
Release Out Now



(1) There's a Capu Capu on the rampage... quick! Lay down a few directional arrows and dump him in a rival's rocket! (2) It's a Chu Chu freak out!

Chu Chu

Take cute Japanese animals, mix with brain-blistering puzzles, and voilà! It's a piping-hot *Chu Chu Rocket!* surprise.

What's the secret of a great videogame? Is it cutting-edge graphics and animation, the likes of which are amply prevalent in the visually droolsome *Soul Calibur*? How about some ear-blistering tunes provided by the latest hip-to-the-groove DJs who are 'down with the kids'? Hang about, maybe it's just old fashioned gameplay? Nah... that's the last thing that the MTV-weened generation want.

Chu Chu Rocket! is a prime example. Here's a game that's been developed by Sonic Team, is retailing at around half the price of standard Japanese DC titles, and plays like a dream. So why is it likely to end up being ignored by the majority of Dreamcast owners? Because it looks and feels like a previous-generation game. Narrow-minded, eh?

So, what's a Chu Chu, and why exactly should you care about its rocket? Well, the aim of the game is to get the mice-like Chu Chus into their rocket, whilst avoiding the cat-like Capu Capus on the game grid who will eat them. Sound simple? Hmm, not exactly, primarily because the Chu Chus aren't the brightest



**ROCKET UP
THE CHU CHU**

► Are we alone in thinking that Sega Europe's TV ads for the Dreamcast are a tad, well, crap? Hmm, why can't we have ads like this wacked-out effort from Sega Japan for *Chu Chu Rocket*? It's a unique, hand-drawn, black and white cartoon, with the musical accompaniment being sung by a tuneless male vocalist! Hey kids, isn't this what we really want from our game ads?





u Rocket!

rodents on the block. You see, they are only capable of walking straight-ahead, Lemming-style, until they hit a wall and immediately turn right (if they can't turn right, they'll then go left). It's up to you to lay down directional arrows (left, right, up or down) in their path, leading them away from dangerous Capu Capus and black holes, until they reach their rocket.

Rocket Up The Ar... Ahem!

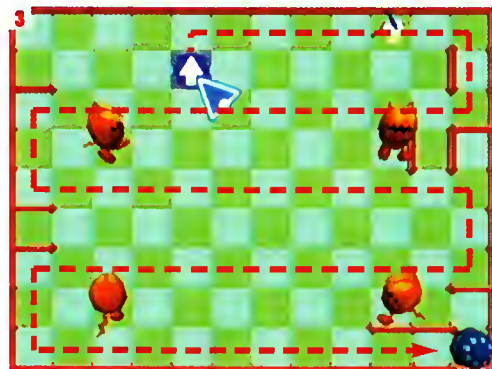
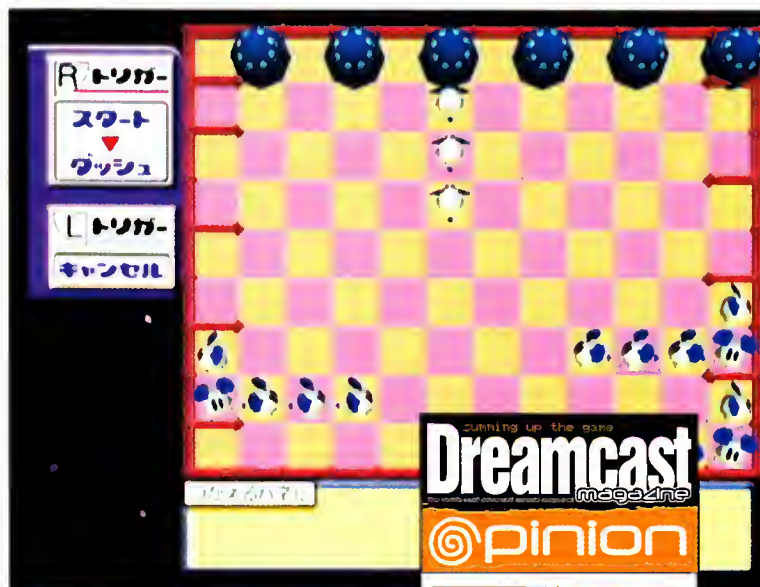
There are essentially two main gaming modes in Chu Chu: Battle and Puzzle. Let's start with the latter first. There are three different groups of puzzles, each comprising of 25 individual brain-teasers and, as common sense would have it, the difficulty levels of each rise as you progress. Instead of laying down directional arrows wily-nily, you are given a strict number (usually only a couple) which need to be placed in a specific square on the game grid if your Chu Chu (or Chus) are to reach their rocket. Sometimes you have to work out what path a Chu Chu will take once it rebounds off of a wall, whilst on occasion, it is necessary to time a Chu Chus path through a hungry pack of Capu Capus... tension raising stuff.

The Battle mode of *Chu Chu Rocket!* is the game's bread and butter, where up to four players can go completely mad, attempting to cram as many Chu Chus as possible into their respective rockets within a strict time limit. Thrown into an already chaotic mix are the rare purple

Chu Chus (which randomly selects a different game option - including the point-increasing magnet effect, whereby all Chu Chus on the game grid are sucked into your rocket); Capu Capus (who not only eat any Chu Chus in their path but can kill off a percentage of a players Chu Chu stash if it collides with a rocket); and the 50 point Chu Chus (which, bizarrely enough, boost your total score by 50 points). If you're a Billy-no-mates, *Chu Chu Rocket!* even allows you to play with yourself (wahey!) against two CPU opponents, with a third CPU acting as your friend.

In an ideal world, the perfect game would have all three tickboxes well and truly checked (Graphics? - "Yep!" Sound? - "Present!" Gameplay? - "Sir!") However, this is a world in which Cliff Richard can get to number one in the pop charts and people actually find *The 'Bland' Witch Project* scary, so perhaps we should be grateful for what we're given. Okay, so Chu Chu probably won't win any awards for its graphics and sound, but when the gameplay is so thumb-meltingly addictive, is it really that important? Before you pour scorn upon lil' ol' *Chu Chu Rocket!*, remember this - *Tetris* is arguably the world's most popular videogame... and do you think it's because of the classic puzzle game's ground-breaking graphics or orchestral soundtrack? Hmm, now if you'll excuse me, I've got a Chu Chu and I need to see about a rocket.

Stuart Taylor



[3] The thoughtful placing of the one directional arrow in this Puzzle allows our boy to safely skirt around the Capu Capus. The red dotted line shows his safe route home.



> No puzzle game has ever been able to match the all-encompassing might of *Tetris*, that is until now. Shooting straight to number one in the games charts *Chu Chu Rocket!* is the new puzzle phenomenon hitting all Japanese homes. It's clean and simple fun, just like all the good things in life, and most importantly it's totally addictive. Helping mice escape from the evil clutches of cats and sending them flying off to space has never been so enjoyable. Bizarre but brilliant.
Alex Warren



CHEWIE	CHEWITS
Simple to pick up, impossible to put down	You'll lose sleep
Cute Jap cartoon characters	You'll lose friends
Shockingly addictive gameplay	You'll lose your health
VISUALS	65%
SOUNDS	80%
GAMEPLAY	95%
VALUE	95%

DM Rating 92%

summing up
> It may not be next generation in graphics and sound, but by criminy, the gameplay's where it really shines! Shamelessly retro and monstrously addictive.

alternatively
> **Worms Armageddon**
> **Chef's Luv Shack**





Zombie Revenge

Get ready to punch, kick, shoot, burn and drill your way through the undead hordes.

➤ **Arcade conversions are much of a muchness. At their core, they are** designed to be quick-fix entertainment, where you chuck in a couple of quid, play it for five minutes or so, and more often than not, bugged off to the next machine. So, whilst it is a technical achievement for a home videogame console to faithfully reproduce a high-tech arcade title, it is not necessarily something to get excited about if in-depth gameplay is what floats your particular rubber dinghy.

However, a number of arcade and videogame producers have cottoned on to this fact, and make a point of adding a number of extra features to home conversions of its popular titles. Namco is a notable example of this, as it recently improved upon the arcade version of *Soul Calibur* by throwing in a number of Dreamcast-only special features (the Mission mode, Art Gallery, and so on) as well as going the extra mile by radically improving the graphics and sound.

Whilst Sega slipped up rather badly with *Virtua Fighter 3tb* on Dreamcast – by not having any extra gaming features – it has more than redeemed itself with its latest arcade to Dreamcast conversion: *Zombie Revenge*. Currently wowing arcade gamers up and down the country, the Dreamcast rendition is a faithful (read: arcade perfect) conversion, with more extras than you can shake a disembodied limb at.

The release of *Zombie Revenge* in Japan on 25 November 1999 could not have come at a better time for the Dreamcast. In stark contrast to its launch success stories over in America and Europe, Sega's wonder console had been performing well below expectations due to a software drought. However, *Zombie Revenge* reminded gamers in the Land of the Rising Sun exactly why Sega is a force to be reckoned with.

Arcade Abattoir

Anyone who has played *Zombie Revenge* in the arcade will find themselves on familiar stomping grounds with the Dreamcast version. The three playable heroes with their smirk-inducing names are here – Stick Brightring, Linda Rotta and Busujima Rikiya – and so are the gruesome UDS hordes (UnDead Soldiers, in case you were wondering). Unfortunately, only two players can take part at once, which does defeat the object of having a four-player console.

The aim of the game is to move from one location to the next, beating the decaying crud out of the zombies along the way, using your fists, feet and any objects that you may find lying around. As well as metal pipes, knocked down UDS fiends drop useful stuff like: shotguns, machine guns, rocket launchers and pneumatic drills – you know, the usual everyday kind of refuse.

- [1] Picking up the pneumatic drill and using it for the first time is a genuine pleasure... not for the zombies though.
- [2] Rats are bad enough, but is there really a need for killer plants in the nation's sewers as well?
- [3] The importance of regular dental visits should never be underestimated.



essential information>

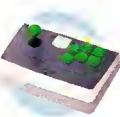
Zombie Revenge



Publisher	Sega
Developer	In-house
Origin	Japan
Price	£49.99
Genre	Beat-'em-up
Release	Out Now (Import)



two players



arcade stick



vibration pack

visual memory

VM Information

Save position	Y
Logo during play	Y
Mini game	Y

You can download a mini-game onto the VMS via *Zombie Revenge's* Training Mode, which has four separate sections. These are Food Mode – items obtained in Gun Mode and Bare Knuckle Mode can increase your character's health; Barometer – character statistics; *Zombie Doubt* – a bizarre iconic guessing game; *Zombie Fishing* – a unique twist on Sego Boss Fishing.

venge

Dreamcast magazine
ULTRA



Graphics are top notch, making full use of the Dreamcast's technological 'oomph!' – check out the screenshots for a hint, and rest assured that the game runs at a smooth 60fps, even when the zombie action hots up. Sound effects and music are nothing to write home about, being the same kind of synth tunes found in *The House Of The Dead 2*, and none of which are particularly scary. There is also some sampled speech dotted around, helping to add depth to the game's plot, and whilst the dialogue is cheesy, it's nonetheless a worthwhile addition.

Gameplay-wise, *Zombie Revenge* is obviously very similar to the execrable *Dynamite Cop 2*. But never fear, where the latter fell flat on its face (naïf and limited gameplay), *Zombie Revenge* holds its rotted head up high. Granted, even with the additional gaming modes, *Zombie Revenge* still has that quick-fix arcade playability at heart, but that doesn't make it any less enjoyable. Sega Europe is aiming to have the PAL version of *Zombie Revenge* on our shelves during spring 2000. Save up your pennies now, this is going to be a killer!

Stuart Taylor



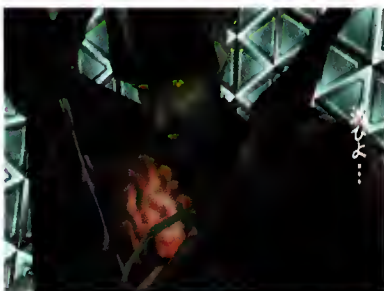
2nd opinion

> *Zombie Revenge* is a bit too arcadey for my liking. There's no doubting that Sega are the world's greatest developers of Arcade games and as a coin guzzler this is no exception. Unfortunately, when shelling out £40 or more, I prefer to choose games that are going to have some sort of replayability and in this department, *Zombie Revenge* is somewhat lacking.

Certainly there is fun to be had blowing the bejesus out of the living dead, but in my opinion it's all a bit too souless, repetitive and short-lived to be worthy of such high praise.

Simon Phillips

"Zombie Revenge has more extras than you can shake a disembodied limb at!"



Grave Robbing Creature Features

> As well as the standard arcade conversion of the original *Zombie Revenge*, the Dreamcast version also has the added addition of four new gaming modes, as well as a downloadable VMS game via the Training Mode.

Vs Boss Mode

As the name might suggest, this option allows you to take on *Zombie Revenge*'s boss creatures. Do it quick enough, and you can enter your name on the best scores chart.



Fighting Mode

Whilst the idea of a one-on-one arena beat-'em-up option sounds like a good idea, unfortunately it has not been executed particularly well.



Gun Mode

The wimps option – weapons and ammo grow on trees (metaphorically speaking), allowing you to dispense justice upon the UDS more effectively.

Bare Knuckle Mode

For those who laugh in the maggots-encrusted face of death – ammo pick-ups are sparse, but hand-to-hand combat is more powerful.

Dreamcast magazine

pinion

ROBBIE

- Arcade perfect
- Additional gaming modes
- Cool weapons

MEL B

- Only two-players
- Limited lastibility
- Mediocre music

VISUALS	90%
SOUNDS	80%
GAMEPLAY	80%
VALUE	95%

DM Rating 90%

summing up

Another top quality arcade conversion from Sega. Immense fun in the short-term, but is unlikely to hold your interest a few months down the line.

alternatively >

- > *House of the Dead 2*
- > *Soul Fighter*



Import Dream Scene

Dreamcast Magazine's new regular column is designed to give you an importer's perspective on the world of Dreamcast games. Keith Edwards and Stewart Makin run The Joypad in Bournemouth. Here's their perspective of what's been happening on the import scene this past month... and it's all gone Chu Chu-shaped!

✧ In a time when flashy 3-D visuals sell products, there are a few designers with enough vision to develop gameplay ahead of graphics. But every now and then someone thinks of something simple that stands out amongst the endless hordes of uninspired tat that fills the shelves. Something that makes people say, "Why didn't I think of that?"

In the past, games such as *Tetris*, *Lemmings* and *Worms* have done exactly that, and now finally there's a new addition to this dying genre – *Chu Chu Rocket* from Sega's Sonic Team. It's the developer's first game since the excellent *Sonic Adventure*, and with its simplistic interface and control, it managed to top the Japanese multi-format videogame charts after just one week of being on sale. Before the release of the game, there were very few details available, and because of this, only a handful of copies were brought into the UK by importers who assumed the game would be impossible to understand.

And to an extent, they were right – for someone who can't speak Japanese, starting up *Chu Chu Rocket* can be a daunting experience. For example, the game selection screen modes, each with their own long line of Japanese options. But you'll soon decipher that there are really only two modes – Battle and Puzzle – with the additional options being variations of these.

Over the next month, we'll be receiving the home translations of Sega's *Virtua Striker 2000* and *Virtual On: Oratorio Tangram*, Let's Play Golf and *Street Fighter 3*. We'll also be anticipating the release of Sega's potentially ground-breaking adventure *Shenmue*, which has had its release date brought forward to 29 December. Maybe the Millennium will be worth celebrating after all!

The Joypad 01202 311611

Import Reviews

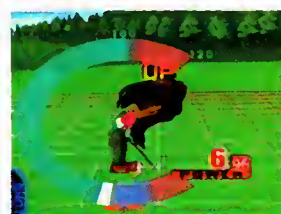


Let's Play Golf

Publisher	Bottom's Up
Developer	In-house
Origin	Japan
Genre	Sports
Reviewed by	Stuart Taylor



✧ A cursory glance at *Let's Play Golf*, and you'll be forgiven for thinking that you were looking at *Mario Golf* on the Nintendo 64. Mind you, if you are going to do a golf game, borrowing from the home of the Italian plumber isn't a bad place to start. However, *Let's Play Golf* has a different feel to *Mario Golf*. You get to choose from a variety of lovingly rendered cartoon characters, and also tour the world via its golf courses, designed for amateur and professional computer golfers alike. Great fun! Acclaim Europe is publishing *Let's Play Golf* as *Tee Off Golf* in January 2000.



Overall

89%



Giga Wings

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Simon Phillips



✧ Do you have the reaction times of an astronaut? Do you like playing merciless, 2-D shoot-'em-ups? Well, Capcom have the perfect game for you. This is so bad, it's almost offensive and we can't think of a single reason for paying money for this paltry, short-lived tripe. As we know, shoot-'em-ups, even retro-shooters can be great. However, they have to offer long-term play (20 minutes is not enough!) and they also have to be difficult, but fair. None of the above applies to *Giga Wings* and as such it represents all that bad about videogames.



Overall

35%



Maken X

Publisher	Atlus
Developer	In-house
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Stuart Taylor



✧ Atlus deserves credit for blending the humble beat-'em-up genre with the first-person perspective antics made famous in the likes of *Quake* and *Half-Life*. Whilst the publisher has certainly produced a visually sumptuous affair in *Maken X*, it is a pity that the gameplay itself is a tad shallow. The plot, depicted in the FMV sequences is hard to make out if your Japanese is rusty. However, the basics are that you control different characters, and explore corridors bringing retribution to the evil masses via your power sword. Looks good, lacks depth.



Overall

75%



Jojo's Bizarre Adventure

Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Stuart Taylor



✧ Hey, kids! It's another Capcom beat-'em-up! Do you really need an explanation for what kind of game this is? Look at the screenshots... notice any familiarity to Capcom's *Street Fighter* series? Yep, this is indeed familiar territory, but the publisher has astutely added a new twist courtesy of the alter-ego mode. Each character can call on their superheroic alter-ego to perform beat-'em-up combos and special moves. The game is inspired by the popular manga series of the same name, and Jojo's design is very comic book-like. This is Capcom 2-D beat-'em-up antics at its best.



Overall

88%

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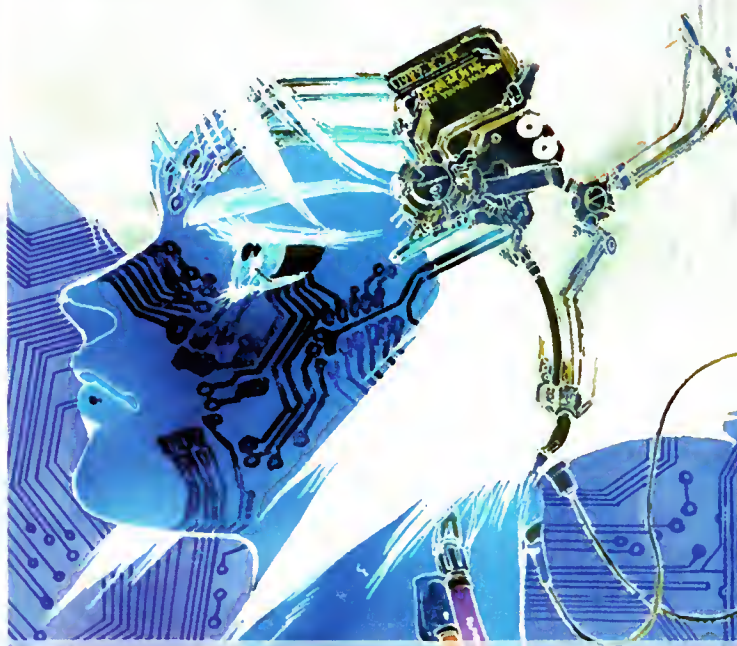
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Dreamcast solutions



Hints, tips, cheats and guides



NFL Blitz 2000



Cheat Codes

When at the 'Versus' screen you press the Turbo, Jump and Pass the icons below the helmets change and depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-Pad and if the code has been entered correctly you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing Up. You can activate more than one cheat per game.

Cheat

Infinite turbo
Unlimited throwing distance
Fast turbo running
Power-up Defence
Power-up Offense
Power-up team-mates
Power-up Blockers
Super blitzing
Super field goals
No interceptions
No random fumbles
No first downs
No punting
Allow stepping out of bounds
Fast passes
Late hits
Show field goal %
Hide receiver name
Invisible
Red, white and blue football
Big football
Big head
Huge head
No head
Headless team

Code

5-1-4 Up
2-2-3 Right
0-3-2 Left
3-1-2 Up
4-2-1 Up
2-3-3 Up
3-1-2 Left
0-4-5 Up
1-2-3 Left
3-4-4 Up
4-2-3 Down
2-1-0 Up
1-5-1 Up
2-1-1 Left
2-5-0 Left
0-1-0 Up
0-0-1 Down
1-0-2 Right
4-3-3 Up
3-2-3 Left
0-5-0 Right
2-0-0 Right
0-4-0 Up
3-2-1 Left
1-2-3 Right

Team big heads
No play selection [Note 1]
Show more field [Note 1]
No CPU assistance [Note 1]
Power-up speed [Note 1]
Hyper blitz [Note 1]
Smart CPU opponent [Note 2]
Deranged blitz mode [Note 2]
Ultra hard mode [Note 2]
Super passing mode [Note 3]
Super blitz mode [Note 3]
Tournament mode [Note 3]
Always quarterback [Note 4]
Weather: clear
Weather: muddy
Weather: rain
Arizona Cardinals playbook
Atlanta Falcons playbook
Baltimore Ravens playbook
Buffalo Bills playbook
Carolina Panthers playbook
Chicago Bears playbook
Cincinnati Bengals playbook
Cleveland Browns playbook
Dallas Cowboys playbook
Denver Broncos playbook

2-0-3 Right
1-1-5 Left
0-2-1 Right
0-1-2 Down
4-0-4 Left
5-5-5 Up
3-1-4 Down
2-1-2 Down
3-2-3 Up
4-2-3 Right
4-4-4 Up
1-1-1 Down
2-2-2 Left
2-1-2 Left
5-2-5 Down
5-5-5 Right
1-0-1 Left
1-0-2 Left
1-0-3 Left
1-0-4 Left
1-0-5 Left
1-1-0 Left
1-1-2 Left
1-1-3 Left
1-1-4 Left
1-1-5 Right

Detroit Lions playbook
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Miami Dolphins playbook
Minnesota Vikings playbook
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San Diego Chargers playbook
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Seattle Seahawks playbook
St. Louis Rams playbook
Tampa Bay Buccaneers book
Tennessee Titans playbook
Washington Redskins book

1-2-1 Left
1-2-2 Left
1-2-3 Up
1-2-4 Left
2-3-5 Left
1-3-1 Left
1-3-2 Left
1-3-3 Left
1-3-4 Left
1-3-5 Left
1-4-1 Left
1-4-2 Left
1-4-3 Left
1-4-4 Left
1-4-5 Left
1-5-1 Left
1-5-2 Left
1-5-3 Left
1-5-4 Left
1-5-5 Left
2-0-1 Left

Note 1 - Two player agreement required.
Note 2 - Only in one-player game.
Note 3 - Only in two-player game.
Note 4 - Two human teammates required.



Name	PIN
ALEC	1197
ALIEN	1111
AOB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
FRANZ	1010
GENTIL	1111
GRINCH	0222
GRINCH	2220
GUIDO	2222
GUMBY	8698
JAPPLE	6660
JASON	3141
JEFF	1111
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691
RALPH	1111
RANDU	6666
ROOT	6000
SAD	1111
SHINOK	8337
SHRUNK	6666
SKULL	1111
SMILE	1111
THUG	1111
TREX	1111
TURMEL	0322
WHODAT	1844

Soul Fighter

Access Cheat Codes Screen

To access the screen that will allow you to enter the codes for the cheats press Left on the D-Pad and Y when the Soul Fighter logo appears on the screen. Then go to the Options Menu and exit it. The next screen to appear will be the cheat code screen.

High Energy

To get high energy enter ABXXYA as a code.

All Weapons

To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

Level Codes

To bypass levels enter the following codes.

Level 2 – AABXYA

Level 3 – XAYAAB

Level 4 – YYBAXA

Level 5 – BABXXY

Level 6 – XAXBYY

Level 7 – ABXBYB

Level 8 – YBBAXY

Level 9 – BYAAXB

Level 10 – XABBAX

Level 11 – YBYXAB

Level 12 – XBAXBY



Toy Commander

Access all Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X, and if done correctly a note will be heard.

To switch machine gun

Pause the game, then hold L and press B, A, Y, X, A, B. A note will be heard if entered correctly.

Fix toy

Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.



Mortal Kombat Gold

Access cheat menu

At the start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'. Enter the options screen and the press L+R and the cheat menu will appear with various options to choose from.

Easy Endings – Will allow you to see a player's ending by only beating one character.

Fatal 1 – To enact a character's first fatality simply press High Punch

Fatal 2 – To enact a character's second fatality simply press High Punch

Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch

Fight as Goro

To play as Goro enable the cheat menu and at the character selection screen select the hidden icon and hold L+R and press Up, Left, A.

Fight as Noob Saibot

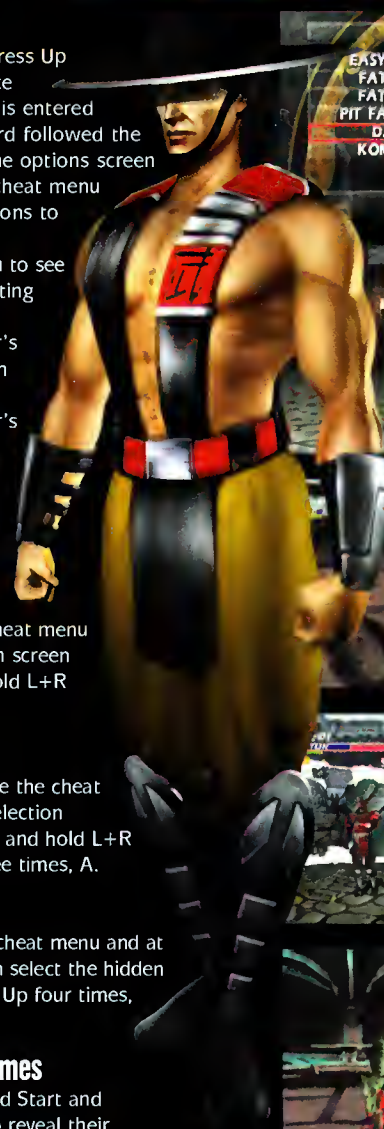
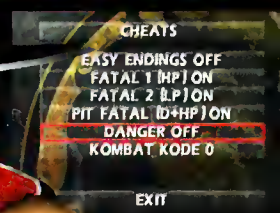
To play as Noob Saibot enable the cheat menu and at the character selection screen select the hidden icon and hold L+R and press Up twice, Left three times, A.

Play as Sektor

To play as Sektor enable the cheat menu and at the character selection screen select the hidden icon and hold L+R and press Up four times, Left four times, A.

Alternate fighter's costumes

Highlight a character and hold Start and any button to rotate them to reveal their second costume.



continued >



To gain access to all the cars enter your name as CARNIVAL at the enter name screen.

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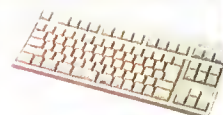
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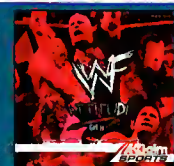
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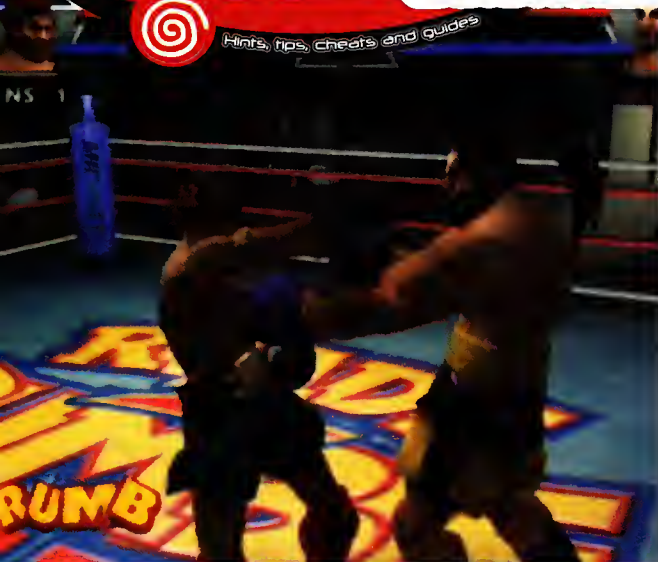
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Ready 2

Having trouble honing your pugilistic skills? Can't seem to make it past the first bout or find that magic knockout punch? Then DREAMCAST MAGAZINE is here to help. Let's rumble!

CONTROLS

A, B, X + Y – The four buttons are all essentially the same as they all punch, but they do different punches for each boxer. In this respect no two boxers are the same as they all have different moves and different punches. A+X are Left punch buttons while B+Y are Right punch buttons and you can pull of a large number of combinations and punches when combined with the directional pad.

- Move the Boxer around
- Punch
- Punch
- Punch
- Punch
- Duck, bob and weave
- Duck, bob and weave
- Pause

SPECIAL MOVES

Rumble mode...

If you successfully land a powerful punch on an opponent a letter will appear and when you have all six it will spell out RUMBLE. To enact the RUMBLE mode you must press L+R simultaneously. When this happens it means that you will have a certain amount of time when your gloves will glow and you will have full stamina, thereby giving you the opportunity to inflict more damage on opponents in rapid succession than otherwise possible.

Some characters even have special moves that can only be pulled off when in RUMBLE mode and will inflict even more damage. Also if you press A+B together while in RUMBLE mode you will unleash your characters' special moves (rumble flurry) to make sure your opponent won't be getting up again in a hurry. A useful hint to remember regarding RUMBLE mode is that your RUMBLE will last longer the higher your stamina – so if your stamina is up to 50% you can perform as many as three rumble flurries instead of two if your stamina was 30%. Obviously the effectiveness of this depends on the standard of your boxer's rumble flurry, but it can prove to be lethal.

Tips to the Top

For your boxer to be able to reach the pinnacle of the *Ready 2 Rumble* ladder you need to be a canny and unforgiving manager and coach as well as a resourceful boxer. It's not all about fighting you see, as the secret to success lies in the training and professional approach that you take in the Championship mode.

Fights can be won and lost in the gym as well as in the ring, so to help you get your boxer to the top we've put together some top tips and hints on how to get the best out of your boxer and how to win that all important Championship medal.

each one. As long as you win the bouts, this is a quick and easy way to get the money rolling in, money which can be spent on training your boxer so that he will be in a suitable state to take part in Championship fights.

2 Although the cheaper forms of training like the sway and speed bags are a useful way to build up your boxers credentials it's best to save up enough dollars so that you can buy a Rumble Mass Nutrition Regime as they this will instantaneously boost your strength as well as your experience. This is especially useful early on as it will give your boxer an advantage when he does enter Championship bouts.

1 Considering that you only start off with a measly \$1,000 in the bank the first thing you should do is enter into some prize fights and bet as much as possible on

3 When training in the gym it is best to build up your strength over and above stamina and dexterity due to the fact that if your strength



Rumble BOXING



levels are high you will do more damage as well as being able to withstand more hits yourself. If you do build up your strength to a sufficient level it will make beating opponents easier. Indeed if you manage to build it up to 100% you will become virtually invincible as each punch will inflict maximum damage and hits on you will have virtually no effect.

4 But that's not to say that stamina and dexterity aren't important as they undoubtedly are, but it's just a case of getting your priorities right to begin with and starting off on the right

foot. If you do manage to build your stamina up to 100% it will make your task much easier as it means that your stamina will hardly drop when throwing punches, and so in effect being RUMBLE mode. However, to build your stamina to such a level means a substantial amount of money and a lot of time spent in the gym on the various punching bags.

5 Money makes the world go around and there's no difference in *Ready 2 Rumble*. The more prize fights you enter the more money you can potentially get which means more top training for

your boxer as well as more money for adding new boxers to your stable. So make sure you use up all your fights in a class but making sure that you leave enough fights to win the Championship with – after all you might need two or three attempts to beat the champion of the class.

6 With a boxer on full strength and stamina he (or she) will be virtually impossible to stop as you march towards the crown of indisputable champion of the *Ready 2 Rumble* Boxing ring. So, go get training.



CHEATS

> Forget the fair way to win – here's the foul way to garner success – well we did say by fair means or foul!

Unlock Bronze Class Boxers

If you haven't got to time to hang around waiting to train your boxers up and want access to all the bronze class boxers enter 'Rumble Power' as a gym name in Championship mode, as well as Kemo Claw in the arcade mode.

Unlock Silver Class Boxers

Impatient to unlock the silver class boxers? To unlock them simply type in 'Rumble Bumble' as your gym name when in Championship mode. All boxers will be unlocked as well as Bruce Blade in arcade mode.

Unlock Gold Class Boxers

To unlock the top quality boxers of the gold class enter 'Mosmal' as your gym name in Championship mode. All boxers will be unlocked and will also unlock Nat Daddy in the arcade mode.

Unlock Champ Class Boxers

To gain access to the champ class boxers enter 'Pod 51' as your gym name in Championship mode. This will unlock all boxers as well as unlocking Damien Black in the arcade mode.

Access Alternate Backgrounds

To gain access to different backgrounds set the system date to October 31 and skeletons will replace the living in the crowd. Alternatively set the date to December 25 and a Christmas tree will appear in the arena.

Fight In A Two-tier Arena

To fight in a two-tiered arena enter arcade mode and then select two player mode. When at the boxer selection screen hold L while choosing a boxer.

Fight In The Gym Ring

To fight in the gym ring hold L+R when selecting a boxer in two-player mode.

Change Boxer's Costumes

At the boxer selection screen press X+Y together to change the outfit of the boxers.

Restore Energy Levels

To recharge your energy when you have been knocked down or have knocked someone else down you can either press L+R or rotate the analogue pad full circle.

continued >

TRAINING ESSENTIALS

> When in the Championship mode there are a number training options that you can undertake to build your boxer into a one man fighting machine in your bid to climb to the top of the *Ready 2 Rumble* rankings. Each piece of training apparatus will build up one of your boxer's attributes – which include strength, experience, stamina and dexterity – and it is in your best interest, if you are to progress in the tournament, to build these up to as high a level as possible. Each training mode takes the form of a mini-game whereby you must press buttons at the right time, if the session is to be beneficial to your boxer. However each training session costs money, ranging from a paltry \$500 to a massive \$25,000, with the benefits obviously more noticeable with the more money you spend. Here's a list of them to help you on your way.

Rumble Aerobics

Cost \$500

Benefits Dexterity, Stamina

Object There is a row of four letters and directions over which a small ball bounces and as the ball lands on that letter/direction you must press the corresponding button to succeed in the discipline.

Usefulness 3

At \$500 a throw you can't expect to reap much of a reward from this exercise and it isn't even particularly easy to get to grips with as timing (as with all these exercises) is all important – so no time for looking down at the buttons. If only real aerobics were so easy.

Sway Bag

Cost \$1,000

Benefits Stamina, Dexterity

Object The object of this training is to hit the sway bag with a left jab and then follow the pattern that is set whilst avoiding being hit in the face by the bag.

Usefulness 4

Although more effective than the aerobics training it still doesn't do a huge amount for your boxer's attributes, unless you do it repeatedly, that is.

Speed Bag

Cost \$1,500

Benefits Stamina, Dexterity

Object Similar to the sway bag training you must hit the bag using different punches and make it hit the ceiling and the more times it does the greater the benefits to your boxer.

Usefulness 5

Substantially more effective than the sway bag, though still not great, the speed bag is good for building up your stamina but you still need to have a few goes to reap any real benefits.

Heavy Bag

Cost \$2,000

Benefits Strength, Stamina, Dexterity

Object As your trainer calls out a punch you must do as he says and so long as you complete that move in as quick a time as possible the exercise will continue. It takes a while to get used to but you do get three attempts to get it right each time.

Usefulness 7

As it's the only form of training to beef up three of your attributes it's pretty good especially for your strength, but it is hard to get the hang of.

Weight Training

Cost \$5,000

Benefits Strength, Stamina

Object You hold down A to lift the weight and then release it to bring it back down again. There are two bars on a chart – one near the top and one near the bottom – and you must try and not go over or under these marks as the nearer you stay to them the more beneficial the training will be.

Usefulness 8

Probably the best form of proper training as it builds your two most important attributes up – your strength and your stamina and for that it's worth the extra dollars in training.

Vitamin Training

Cost \$10,000

Benefits Stamina, Dexterity

Object One for all the lazy boxers out there as all you have to do is pop some pills and the benefits will be instantaneous.

Usefulness 7

If you're failing to build up your stamina and dexterity in the gym the hard way then this is the easy option out. It costs a lot and the benefits only amount to the same as a few workouts on the speed bag, but if you're impatient then this is the way to go.

Rumble Mass Nutrition Regime

Cost \$25,000

Benefits Strength, Experience

Object As with the Vitamin Training programme there's no need to exercise those fingers with a mini-game to reap the benefits, only this time the benefits are far more substantial.

Usefulness 9

As an easy way out of training you can't go wrong as it does wonders for your strength and experience. Probably not something you should take too many of due to its sky high price and probable side effects, but is an ideal way to get your boxer off to a flying start in the competition.



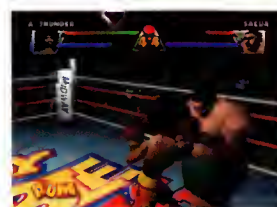
essential information > Afro Thunder

Age	21
Home Town	New York City
Weight	120 lbs
Height	5' 7"
Reach	70"

Heading from the streets of New York this one time cabby is used to violence in one form or another. More a showman than anything else, Afro (and that really is one big afro) injects a huge amount of fun and flare into the ring and is guaranteed to liven up any fight with his quick jibes and his dance floor-esque moves. Entertainment is his game and that's what he gives. Although quick on his feet he lacks any real killer punch leaving him vulnerable to the big men of the ring.

OVERALL RATING: 6/10

Afro Thunder



essential information > Butcher Brown

Age	23
Home Town	Columbia
Weight	232 lbs
Height	5' 9"
Reach	82"

If they're going to call Tyson an animal then Butcher Brown is one stage up from that. Don't be mistaken – he's hard. Having lost his championship title to Boris Knokimov, Butcher took some time out from the sport and only returned to the ring after his lust for the ring was re-awakened by his friend and fellow boxer Kemo Claw. We renewed confidence Butcher is out for revenge and even though a bit slow his power means it ain't gonna be pretty.

OVERALL RATING: 8/10

Butcher

Basic Moves

Gut Thumper	B
Belly Button Tap	r, B
Fro Windup	u or d, B
Low Blow	A
Fierce Hook	u or d, A
Hair to Gut	r, A
Sissy Punch	X
Groovy Hook	u or d, X
Left UpperCut	l, X
In Yo' Face	r, X
Fro Jab	r, Y

Special Moves

Up Tempo	press X continuously and quickly
The Supa Stupid-Funky Punch	l, r, Y
Sucka Punch	u, d, Y, Y, Y, Y

Taunts

Taunt 1	Call da doctor, call da doctor
Taunt 2	I can't go on

Basic Moves

Machine Jab	B
Doctor Gut Killa	r, B
Wild Hook Right	u or d, B
Evasive Jab	r, A
Wild Hook Left	u or d, A
Lil' Butcher	X
Ear Mutilator	u or d, X
Jump & Jab	r, X
Tooth Taker	Y
Small Hook	u or d, Y
Wind-Up Slam	r, Y
Brute Disaster	r, Y

Special Moves

Disaster Blaster	l, Y, X
Scrape the Gutter	Y, X, X
Bad Manners (headbutt)	l, X
Total Disrespect	l, X, A, B
Wild Ride	r, l, Y
No Turning Back (RUMBLE Flurry)	r, l, Y, X, Y

Taunts

Taunt 1	You better put your money on me
Taunt 2	I'm angry now

Brown



Boris 'The Bear' Knokimov

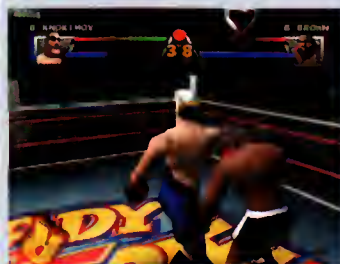
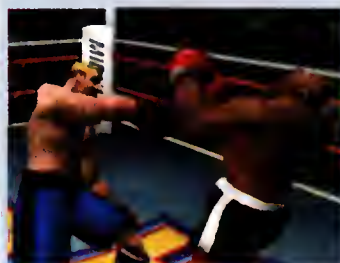
essential information >

Boris 'The Bear' Knokimov

Age	30
Home Town	Zagreb, Croatia
Weight	220 lbs
Height	6' 3"
Reach	73"

Boris is one of the more serious characters on the Ready 2 Rumble circuit, carrying a virtually cult status back in his home country, where he has many expectations to live up to. With this weight on his shoulders it's small wonder that Boris is one of the most rounded fighters in the game, through strict and disciplined training, with good speed and a hefty right hook to boot. No wonder his nickname's 'The Bear', as he will literally eat you alive.

OVERALL RATING: 7/10



Basic Moves

Zagreb Crusher Right	B
Sweep Right	u or d, B
Stomach Splatter	r, B
Zagreb Crusher Left	A
Sweep Left	u or d, A
Evasive Jab	r, A
Jab	X
Mighty Hook Left	u or d, X
Iron UpperCut	l, X
Sliding Jab	r, X
From Croatia With Love	Y
Mighty Hook Right	u or d, Y
Superior	l, Y
Moving Bruiser	r, Y

Special Moves

Justice Axle	l, r, X
Delta Axle	r, A, Y, X
Reigning Axle	r, l, Y
Axle Combo	r, l, Y, X, X
Dividing Shaker	u, X, Y

Taunts

Taunt 1	Game over
Taunt 2	I feel no pain

continued >



Salua Tua



essential information>

Salua Tua

Age	33
Home Town	Waipahu, Oahu
Weight	358 lbs
Height	6' 0"
Reach	77"

There's one in every game and in *Ready 2 Rumble* it's the Hawaiian born Salua Tua. Yes, we're talking sumo wrestlers. But now he's quit the sumo ring after having reached the top and headed for the more commercial and financial waters of boxing. A sizeable monster of a man Salua is fairly slow around the ring but has a devilish array of punches as well as keeping a few sumo moves in his arsenal of attacks. Beware the belly.

OVERALL RATING: 7/10



Basic Moves

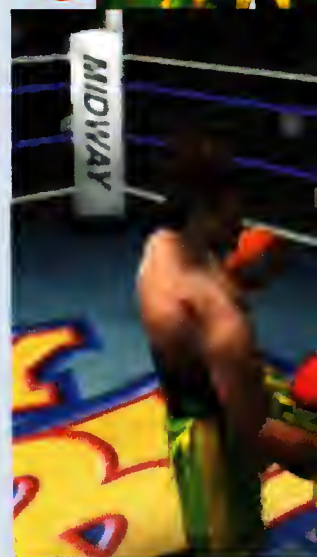
Mr. Fisto	B
Fat Sweep Right	u or d, B
Belly Bruiser Right	r, B
Below the Belt	A
Fat Sweep Left	u or d A
Belly Bruiser Left	r, A
Straight Jab	X
Short Hook	d, X
Wide Hook	u, X
Flubber Fist	l, X
Hidden Uppercut	(close) r, X
Hula Tula	Y
Quick Hook	u, Y
The Wai Ki	d, Y
Skull Smasher	l, Y
Running Uppercut	r, Y

Special Moves

Porkchop	l, r, Y
Ton of Fun	l, X
All You Can Eat	r, l, X
Gut Buster	r, l, r, B
Monster	d, A, r, l, X

Taunts

Taunt 1	Hit me here
Taunt 2	Rumble bumble



Tank Thrasher

essential information>

Tank Thrasher

Age	26
Home Town	Guntersville, Alabama
Weight	290 lbs
Height	6' 4"
Reach	80"

Having become bored of the lack of high class opposition in the sport of crocodile rodeo, Tank has now turned his attentions to the boxing ring. With no set agenda apart from that of beating his opponents to the floor by whatever means possible, Tank is an unconventional boxer but no less effective for it. He is, however, rather slow around the ring but the power of his punch at least makes up for that in part.

OVERALL RATING: 6/10



Basic Moves

Hidden Delight Right	u or d, B
Duck & Punch Right	r, B
Tummy Tucker	B
Sloth Gut Shot	A
Hidden Delight Left	u or d, A
Duck & Punch Left	r, A
Sloth Punch	X
Nose Bleeder	r, X
Earth Shaker	u or d, X
Over-Extended	Jab Y
Le Tardo	u, Y
Heel to Fist	d, Y
Over the Top	l, Y
Tiring Punch	r, Y

Special Moves

Blitz	l, X
Crash Test Right	r, r, Y
Crash Test Left	r, r, X
Shameless Left	r, r, A
Shameless Right	r, r, B
Tenderizer	l, l, r, B

Taunts

Taunt 1	You no hurt me
Taunt 2	I wanna fight you all

Angel Riviera

essential information>

Angel Riviera

Age 23
Home Town Monterrey, Mexico
Weight 155 lbs
Height 5' 9"
Reach 71"

After having won the championship belt by use of conventional boxing techniques he quickly had it usurped by the unorthodox Rocket Samchay. Revenge now drives Angel, revenge to claim back his title from his nemesis, and in a bid to realise that he has strayed from his traditional fighting technique to pursue a less pure and more wild one. Consequently Angel has a large array of moves and punches in his bag of tricks as well as being fairly swift on his feet.

OVERALL RATING: 7/10



Basic Moves

Flab Checker (Right) B
Mean McSpleen (Right) u or d, B
Over the Belt Boarder r, B
Flab Checker (Left) A
Mean McSpleen (Left) u or d, A
Gut Shot r, A
Smell da Glove X
Neck Snapper u, X
Downcast d, X
Around the World (Left) r, X
Step & Jab Y
Repeat Offender (up close) Y
Ear to Chin u, Y
Around the World (Right) r, Y
Extendor d, Y
Monterrey Power l, Y

Special Moves

Ghetto Blaster l, r, X
Lowrider r, l, B
Crusin r, l, B, r, B, A, B
Salsa r, A, l, r, X
Lambada r, l, B, r, B, A, B, l, r, X

Taunts

Taunt 1 Check me out
Taunt 2 I see they sent a boy to do a man's job, hey

Selene Strike

essential information>

Selene Strike

Age 24
Home Town Brasilia, Brazil
Weight 130 lbs
Height 6' 2"
Reach 80"

You might think that the boxing ring is no place for a lady, but Selene Strike might have something to say about that. Flight-a-foot and with a powerful punch to match, Selene is one of the most complete boxers in the tournament and can come up with some pretty impressive moves, so just don't be put off by that short skirt and flirting smile.

OVERALL RATING: 6/10

Basic Moves

Fakie Jab B
Low Blow u or d, B
The One Two r, B
Jolly Punch A
Blocking Hook u or d, A
Slide & Stab r, A
Lightening Jab X
Overhand Smash u or d, X
Stylin' Uppercut l, X
Powercut Y
Head Turner d, Y
Step & Strike- u, Y
Brain Bruiser l, Y
To The Moon r, Y

Special Moves

Below the Belt r, B
Cold Shoulder l, l, r, A
No Love l, r, B
Rejection r, l, Y
Superwoman l, r, X

Taunts

Taunt 1 Back flip
Taunt 2 Let's get busy

Jet Chin

essential information>

Jet Chin

Age 20
Home Town Taipei, Taiwan
Weight 150 lbs
Height 5' 8"
Reach 78"

Coming to the boxing ring by way of the land of film and theatre, where he was employed as a stunt double, Jet might have the look of innocence but in no way is this the case. Combining his training in martial arts with that of boxing, Jet has an unconventional style in the ring, but he is no less effective for it. Not only is he swift and nimble around the ring he's also got a vast array of punches to knock all comers down with.

OVERALL RATING: 7/10

Basic Moves

Taiwan Thunder B
Rocket Right u or d, B
Iron Strike r, B
Forearm Check A
Small Hook u or d, A
Step in Jab r, A
Backhand X
Arch Protest l, X
Holy Hand Slap d, X
Karate Fury r, X
Slap Y
Iron Angst u or d, Y
Firecracker l, Y
Sacred Slam r, Y
Uppercut (Close) r, Y

Special Moves

Giving Order r, l, Y
Arch Nemesis l, X, A, B, Y
Great Fang l, r, X
Fists of Fuzzy r, l, r, X, Y, X

Taunts

Taunt 1 Come get some
Taunt 2 Check it



continued

continued >

Hints, tips, cheats and guides



Rocket Samchay

essential information >

Rocket Samchay

Age	23
Home Town	Bangkok, Thailand
Weight	165 lbs
Height	6' 2"
Reach	78"

Coming from Thailand Rocket has a traditional training in kick boxing and has travelled west to prove that he can do it with his fists as well. His victory over Angel Rivera, filled with eastern style, proved that this indeed was the case and so now he believes that he is a complete boxer and that no one can keep him from further glory. With the perfect blend of speed and power Rocket is indeed one of the best boxers in the Ready 2 Rumble ring.

OVERALL RATING: 8/10

Basic Moves

Tight Tuck	B
Right Hook	u or d, B
The Dominator	r, B
Stab	A
Left Hook	u or d, A
Trouble in Belladise	r, A
Quick Jab	X
Overhead Bash	u or d, X
Crazy Uppercut	l, X
Step & Jab	r, X
Pumpin' Punch	Y
Thai Hook	u or d, Y
Forehead Crunch	l, Y

Special Moves

Rocket Launcher	r, l, X
Left Elbow Smash	l, r, X
Right Elbow Smash	l, r, Y
Double Trouble	l, r, X, l, Y
No Trouble	l, r, X, l, Y
Bangkok Express	r, l, r, B, Y

Taunts

Taunt 1	Keep still
Taunt 2	I'm the champ



Lulu Valentine

essential information >

Lulu Valentine

Age	21
Home Town	Seattle, Washington
Weight	105 lbs
Height	5' 2"
Reach	64"

Having graduated in business and fashion design Lulu now concentrates on bringing her own style to the ring and to show the men what boxing is really all about. And she ain't just a pretty face either as she packs a mighty punch for someone so slight and petite while seemingly swanning around the ring like a butterfly, making her the quickest character in the game, albeit one of the least powerful.

OVERALL RATING: 8/10

Basic Moves

Spin Navel Knocker	B
Rock Rocker	u or d, B
The Juggulator Right	r, B
Navel Knocker	A
Rock Rocker Left	u or d, A
The Juggulator Left	r, A
Sweet & Petite	X
Running Clobber Left	u or d, X
Double Time	l, X
Spinning Soundgarden	l, X
Speedy Uppercut	r, X
Uppercut (close)	r, X
Nirvana Shotgun	Y
Running Clobber Right	u or d, Y
Monster Smash	l, Y
Power Uppercut	r, Y
Side Uppercut (close)	r, Y

Special Moves

Springing Assault	l, X
Backhand	r, l, Y
Triple Upper	l, l, r, Y

Taunts

Taunt 1	Cartwheel
Taunt 2	Go dive, go diva!

Basic Moves

McGrumpy Stab	B
The Tasty Pudding	u or d, B
Overhead Stab	r, B
Jab the Ribber	A
The Hasty Pudding	u or d, A
Kidney Killer	r, A
Knuckle Sandwich	X
Haymaker	u or d, X
Rising Dragon	r, X
Maker's Mark	Y
Jolly Ol' Punch	u or d, Y
Thunder Thwak	l, Y
The Fancy Man's Punch	r, Y

Special Moves

Old School	d, u, X, A
Clockwork	r, r, l, X
Tea and Crumpets	r, r, Y
Timeout	u, d, X, X
Stealing Props	u, d, X or d, u, X

Taunts

Taunt 1	Let me show yer something
Taunt 2	You've nothing left

essential information>

Willy Johnson

Age	108
Home Town	Chester, England
Weight	172 lbs
Height	5' 9"
Reach	72"

Having come to the *Ready 2 Rumble* competition via a strange rift in time, Willy heralds from a time when boxing was just coming to the fore. So he's come along to show us how it was done back in the 1800's when there were no rules, and certainly no protection and to teach the kids a trick or two. Prepare yourself to be 'popped on the nose' by this gentleman of a bygone age as he slides around the ring and lands a punch or two – what-ho!

OVERALL RATING: 5/10



Willy Johnson



essential information>

Faz Motar

Age	28
Home Town	Riyadh, Saudi Arabia
Weight	230 lbs
Height	6' 5"
Reach	76"

Another show-off in the ring, Faz is also a bit of a monster, hence is moniker. With a wealthy entrepreneur backing him from his days as a bodyguard, Faz brings the pro into professional as he proves to be a lethal competitor in the ring. He's hard as nails and certainly not someone you want to get on the wrong side of because, man, has this guy got one serious punch.

OVERALL RATING: 7/10



Basic Moves

The Right Stuff	B
Naval Navigator	u or d or r, B
Jewel Jab	A
The Scud	u or d A
Duck & Fly	r, A
Jabber Jab	X
Harem Scarem	u or d, X
Uppercut	l, X
Step & Jab	r, X
Sir Jabalot	Y
Right of Agony	u or d, Y
Head Crusher	l, Y
Step & Smack	r, Y

Special Moves

Whirlwind	r, r, l, X
Cruise Missile	r, r, Y
Oasis	r, r, l, X, r, Y
Urban Attack	d, u, X.

Taunts

Taunt 1	Huh!
Taunt 2	' won't hurt you...



continued >

Jimmy Blood

Basic Moves

Blistering Bliss	B
Full On Right	u or d, B
Nut Soccer	A
Full On Left	u or d, A
Streaking Jab	r, A
Devil Punch	r, A
Dashing Punch	X
Leaping Lefty	u, X
Eyebrow Shuffle	d, X
Super Uppercut Left	r, X
The Bruiser	X

Special Moves

Blood Rush	l, l, r, Y
Blood Shot	r, l, B
Spatter Punch	r, r, X

Taunts

Taunt 1	Pain
Taunt 2	Aaaahhhhh (Tarzanesque)



essential information >

Jimmy Blood

Age	23
Home Town	Oamaru, New Zealand
Weight	226 lbs
Height	6' 2"
Reach	87"

Described as an uncontrollable animal at times, Jimmy is a furious and often deadly opponent. His regard for the rules of boxing are minimal and his lack of regard for discipline means that he isn't the most pleasant of fighters to face. With a massive reach to help him, Jimmy's hook is one of the most powerful in the game but it's his overall balance which makes him such an effective boxer.

OVERALL RATING: 8/10

Kemo Claw

Basic Moves

Backward Flurry	B
Righteous Hook	u, B
Step & Tap Right	r, B
All Corners	A
Fierce All Corners	d, A
Step & Tap Left	r, A
Rubber Jab	X
Back at Ya	u or d, X
Power Slap	r, X
Elastic Uppercut Left	l, X
Overhead Pound	Y
Fake & Pound	r, Y
Elastic Uppercut Right	l, Y

Special Moves

Shaman Punch	l, l, r, Y
Warpath	l, l, r, Y, B, A, X
Warcry	l, r, X
Arrowhead Punch	l, l, X

Taunts

Taunt 1	Feigns a chicken
Taunt 2	Feigns hiding



essential information >

Kemo Claw

Age	34
Home Town	Gallup, New Mexico
Weight	120 lbs
Height	7' 1"
Reach	99"

One of the older members of the Ready 2 Rumble club, but his experience makes up for any lack of power and speed that old age might have brought. Kemo is a spiritual man who draws on his experience and spirits of the warriors in his family. Not one for many words, Kemo's actions speak louder for themselves, action which is facilitated by his massive reach of 99 inches.

OVERALL RATING: 7/10



Nat Daddy

essential information>

Nat Daddy

Age	25
Home Town	Las Vegas, Nevada
Weight	265 lbs
Height	6' 9"
Reach	100"

A relative to the ways of the ring, Nat has made his presence in the competition well and truly felt, both physically and professional. He's a beast of a man with a massive reach that can get through all sorts of defences despite a distinct lack of punches. With incredible power and average speed it's small wonder that he's on route for the top.

OVERALL RATING: 9/10



Basic Moves

Assassin	u or d, B
In & Out	r, B
Knee Buster	A
Left-O-Matic	u or d, A
Package Checker	r, A
Lazy Left	X
Lackadaisical Uppercut	r, X
Lefty Lefty	u or d, X
Bum Rush	Y
Pain Express	u or d, Y
Corporate Uppercut	r, Y
Overhand Thunder	l, Y

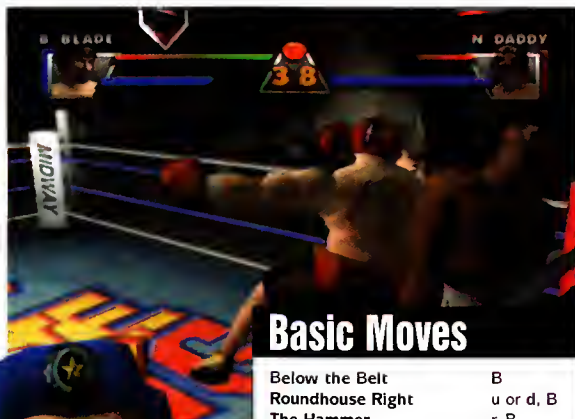
Special Moves

Jackhammer	l, r, Y
Dropping Bombs	l, l, r, Y
Power Trip	r, l, r, B A
Jackhammer Dump Truck	l, l, r, Y, B

Taunts

Taunt 1	I was just doin' my best
Taunt 2	Roar!

Bruce Blade



Basic Moves

Below the Belt	B
Roundhouse Right	u or d, B
The Hammer	r, B
In Check	A
Roundhouse Left	u or d, A
Flying Eagle	r, A
The Rock	X
Long Left	d, X
Over-Extended Long Left	u, X
Street Sweeper	r, X
Jab & Hide	Y
Nuclear Right	u, Y
Armageddon	d, Y
Straight Line	r, Y
Sit Down	l, Y

Special Moves

Corkscrew Blade	l, r, X
Disrespect	r, r, l, Y
Sit Down	l, l, r, Y

Taunts

Taunt 1	You're pretty good
Taunt 2	Hit me here

Damien Black



essential information>

Damien Black

Age	500
Home Town	???
Weight	250 lbs
Height	7' 3"
Reach	105"

Damien Black could quite feasibly be the devil in disguise. It is thought that he heralds from another dimension but that is all that is known about him. His aims and purposes are unclear but rarely is he challenged. He is by far the most powerful of the competitors and is no slouch in the ring either making him one very mean proposition. Fight him only if you dare - it's your life.

OVERALL RATING: 9/10

Basic Moves

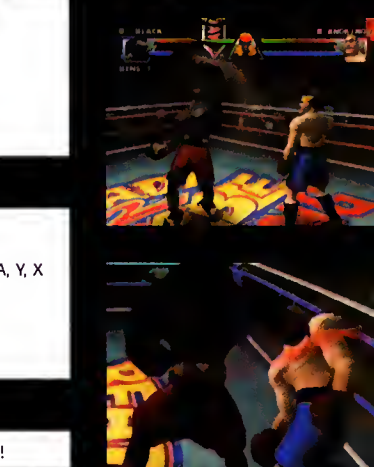
Reckless Right	B
To Hell & Back	u or d, B
Freakin' Fright	r, B
Tummy Squisher	A
Chestal Harassment	u or d, A
Satan's Fixer	r, A
Demon Slayer	X
Splatter Machine Left	u or d, X
Underworld Uppercut	l, X
Extendo Man	r, X
Bone Breaker	Y
Final Blow	u, Y
Splatter Machine Right	d, Y
Wind Up Slam	r, Y
Growl Uppercut	l, Y

Special Moves

Scorcher	l, r + X
Damien's Grip	r, X + Y
Damien's Fury	r, X + Y, B, A, Y, X
Pitchfork	l, r, Y
Raging Storm	r, l, X
Hades	l, r, A
Blackheart Spear	l, l, r, B

Taunt

Taunt 1	Come here!
---------	------------



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Dreaming Of Connection

96

Get on the net the easy way with our step-by-step guide.

Reader Reviews

94

You tell us what you really think about the games you play.

Contents

Mailbox

92

It's your letters, it's your letters... no, really it is, and they are. More of your musings and thoughts on the wide world of the only console that matters.

Reader Reviews

94

More highly flattering reviews of the games that you've been playing. Surely you don't love every game you played, or do you?

Dreaming of Connection

96

It's not just a games machine you know, oh no, you can surf the Net and everything! So here for you is the indispensable guide to getting on the net with your new toy!

Top Ten

98

Each month we'll be presenting our very own top ten. This month it's the ten baddest of the bad characters to be found on a Dreamcast game near you.

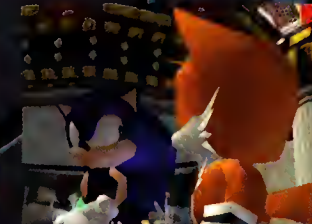


Millennium Games Awards

99

It's really simple, you tell us your favourite games ever and we offer you the chance to win some ace prizes. You got a problem with that?

continued



Bring out your mail! This month we have been literally inundated with your correspondence and we can't get enough of it. Keep those letters coming as your feedback and questions matter!



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I Need Answers!

> I recently bought a Dreamcast and bought 3 random magazines to see which was the best. Yours was definitely way above the rest!

Please could you answer some questions so that my mind will be at rest? In previews of *Shenmue*, it said that the game is in two parts. Does this mean that in order to fully complete the game we will have to fork out the money for two separate games? You should include posters in the magazine because I am sure that many people would love a picture of *Soul Calibur* or *Sonic Adventure* stuck on their wall.

Is *Resident Evil: Code Veronica* any good? I need to know because I am a great *Res Evil* fan and will go mad if the game is a flop.

Stuart Meczes

DM: Cheers for the kind words fella, but so that you don't burst we'll get on to your questions immediately!



1. We're not even sure that Sega know! Depending on what day it is, or which direction the wind is blowing, *Shenmue* will eventually come to us in two, four or five separate parts. It will all very much depend on whether or not gamers respond to it or not – if it sells by the bucket-load you can guarantee that it will be stretched out into as many parts as Sega feel necessary. However, no one is forcing you to buy all of the separate parts though it has to be said that, yes you will have to buy each one if you are to enjoy the game in its entirety.

2. Well, we are in the process of considering what kinds of lovely freebies we are going to offer our readers. Hopefully the massive book on the cover should keep you happy for



a while... There's no way that *Resident Evil Code: Veronica* will disappoint. As it stands, it's already looking awesome and is expected to be ten times bigger than *Resident Evil 3* on the PlayStation!

Designs on Gaming

> I have designed a game which I think is pretty darn good. So I just was wondering if you could tell me what my next step would be to maybe getting my game developed or even just considered.

John Aitchison, Scotland

DM: You could start by sending your ideas to the many games developers in Scotland, off the top of our heads there's DMA, Red Lemon Studios and Vis Interactive to choose from. However, any budding game designers out there can send in their ideas to us and if they're good enough we'll print them in the mag.

You Know What They Say About Flattery...

> Congratulations on producing such a great magazine. I will be subscribing very soon. I don't have a Dreamcast yet, but I plan to check out what deals there are at Christmas. While at my local shop I thought I'd see which magazines were on sale for the best console ever. I spent about ten minutes going through each of them and I decided that there was no contest – yours was the just the best mag for the best console. The others were not up to date with their content.

Anyway I do have a few questions for you.

1. Do Sega plan to release any more PC-style equipment like printers and digital cameras?

2. When is THQ's *WWF Wrestlemania 2000* being released in the UK?

3. Do you plan to ever include a demo disc with your mag? Carry on the good work!

Darren, Maidstone, Kent

DM: Cheers Darren, we try our best!

1. Not necessarily, at the moment a Zip drive and a DVD player are all that have been confirmed.

2. On the Dreamcast? I don't think so; the N64 version should be out now.

3. Not at the moment, but we are looking into the viability of covermounting a disc.

Japanese Whispers?

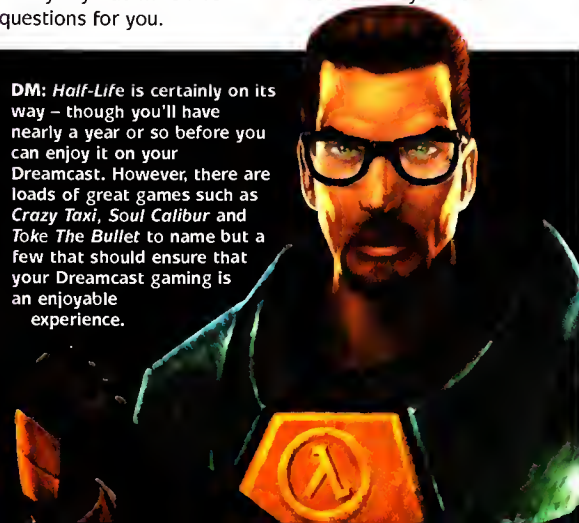
> I just bought your magazine this month and I've been looking for a Dreamcast-only mag for about a month with no luck until now when I discovered your fine looking and accurate mag. I was relieved to finally see a mag for such an all-powerful console at such a reasonable price. I saw the other mag with its cover-mounted disc but yours was simply the best and I think you shouldn't worry about covermounting your own demos because, quite frankly, the mini game guidebooks are far more useful. I used to read CVG but they got caught up in too much hype about Sony and Nintendo consoles. I don't care what happens, I will always be a proud Dreamcast owner even if it isn't the mammoth success it deserves to be. I think Sega are onto a winner and if they're sensible they can blow

Just Give Me Half a Reason To Buy One...

> I own a PC, but it is really old and can't run any fast games on it. My mates have been going on about the Dreamcast and they have recently bought one. So, as I need a new games machine I thought that I'd buy a mag to see what all the fuss was about. When I read your GREAT mag I promised myself that I would get one, but as I am 13 I will have to wait until Christmas! Anyway, I

wanted to ask you about the games that are coming out on the Dreamcast. The last game that I bought for the PC was *Half-Life*, which I completed a while ago and I really enjoyed it. I was told by one of my friends that it is coming out on the Dreamcast and I wondered if you could find out if this is true. If it is, then I will definitely be getting one.

DM: *Half-Life* is certainly on its way – though you'll have nearly a year or so before you can enjoy it on your Dreamcast. However, there are loads of great games such as *Crazy Taxi*, *Soul Calibur* and *Toke The Bullet* to name but a few that should ensure that your Dreamcast gaming is an enjoyable experience.



Nintendo and even the big kahunas, Sony, into oblivion plus Microsoft's new Black Box console doesn't stand much of a chance. I'm not obsessive over computer games or anything but I know what I'm talking about compared to most people. Anyway, I have a few questions:

1. Are Sega becoming a software only company, and if so will they still make games for their 128bit baby?
2. Is *Dead or Alive 2* going to be released in this country?
3. Can the Dreamcast's modem be upgraded?
4. I read that Sega are developing a Sega GT game to match the



superfluous *Gran Turismo 2000*? Thanks for your time and congratulations on your wicked mag – you guys are the coolest.

Ray Clark, Canterbury, Kent

DM: That's what happens when you read teletext...

1. Sega have already been talking about their plans for a successor to the Dreamcast, which will one day – in a good few years time – will replace the Dreamcast. So it would seem that Sega are planning to make consoles for the foreseeable future.
2. Indeed it is and we'll be doing an in-depth feature on it in next month's mag.
3. Yes, but this will only happen when phone companies get around to replacing the prehistoric phone cables so that we can actually take advantage of much faster modems.
4. Yup, they are indeed, and it'll be lovely.



Wrestling Time!

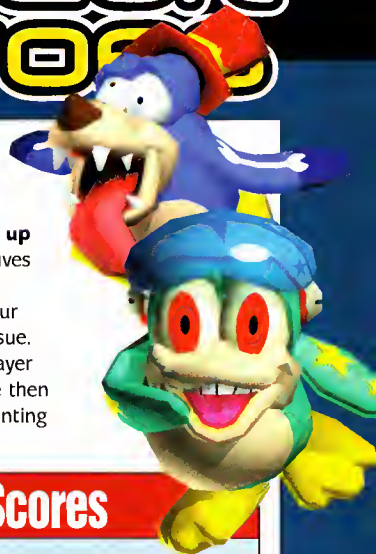
>Is *WWF Attitude* any different on the DC than the PlayStation and N64? When will *Crazy Taxi* and *EPGA* be released? Is *Tekken Tag Tournament* worth buying if I've already got *Virtua Fighter 3tb*? When will *South Park Rally* and *Chef's Luv Shack* be released?

Ian Carrington, Liverpool

DM: Not that we've noticed. Neither have been given confirmed release dates here in



high score heroes



Bring it on!

> Unfortunately, the mag had to go to the printers before we had the chance to tally up your high scores for this issue. However, this gives you another few weeks to send in your highest scores and best times to us to be included in our brand new league tables to be unveiled next issue. So, if you think that you are a demon gamesplayer and that you have achieved a noteworthy score then get it sent in to us and pamper your ego by printing your name in our hall of fame!

How To Send In Your Scores

- 1 Play any Dreamcast game and get yourself a top score, hopefully better than the ones on this page.
- 2 Use a camera or video recorder to capture the evidence of your amazing feat!
- 3 Send in your video or photographs to us with a letter detailing your scores and your name and address. We will

scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST MAGAZINE!

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This is where you get to air your opinions on the games that you play! This month, as ever, *Sonic Adventure* seems to be the game of the moment and it's loved by you all...

It seems that you all love each and every one of the games that have been released for the Dreamcast, with not one of you having a bad word about any of the games thus far. Not that we are complaining, but surely you lot out there don't think that every single game on the Dreamcast is stunning beyond compare? So let's see some variety – you don't have to love every game that you play, as you can see from our varied review scores we certainly don't! As ever, get those reviews – no matter how highly you rate them – to the usual address.

● The views expressed in these reviews are those of the reader and not DREAMCAST MAGAZINE.

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Sonic Adventure

Publisher Sega
Developer In-house
Origin Japan
Genre Adventure
Reviewed by Kevin Olding



I have always been a great fan of Sega and, I even bought a Saturn despite the fact that all of my friends bought a PlayStation. However, after much consideration, I think that *Sonic Adventure* is one of the best games that I have ever played. Who could have imagined the visual and audio treat that Sega had prepared for us? *Super Mario 64* might well have dragged platform games into the 3-D but *Sonic Adventure* is by far and away the best game ever of the genre with great graphics and incredible sound. You could say that *Sonic Adventure* is the game of the millennium!



Soul Calibur

Publisher Sega
Developer Namco
Origin Japan
Genre Beat-em-up
Reviewed by Jules Wrenshaw

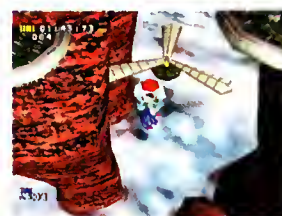


Sega have always been highly regarded for producing the console that is the beat-'em-up fans choice. The Dreamcast is no exception as it has a wide choice of top fighting games. However, up until now there hasn't been a truly awesome beat-'em-up. I am, of course referring to *Soul Calibur*. Until recently, I thought that Namco were only ever going to develop software for the PlayStation. However, they have jumped ship and designed the ultimate fighting game for both hardcore and casual gamers. *Soul Calibur* is the most important Dreamcast release of the year!



Sonic Adventure

Publisher Sega
Developer In-house
Origin Japan
Genre Adventure
Reviewed by Jeremy Smith



When playing *Sonic Adventure* initially, in terms of gameplay, it seems very similar to its predecessors. The graphics stun, and Sonic moves swiftly and fluidly. Finally, in *Sonic Adventure*, a games company has realised the gamers wants – gameplay from the original remains, with beautiful graphics and a good – if slightly corny – plot. The games lifespan is tremendous, with three tasks to each level, and six different characters. This is the best transition from two to three dimensions ever, and one that nobody should miss out on. Go on, buy it now!



The House of the Dead 2

Publisher Sega
Developer In-house
Origin Japan
Genre Shooter
Reviewed by Paul Rogers



I keep having this recurring nightmare where I am in this Michael Jackson video being confronted by a man in a white glove groaning with a bunch of mutant friends. That dancing doesn't fool me – this man is not human. Oh no! What shall I do? I'll turn the light on to try take away the pain... BANG... they've been blown away. It's that simple to kill a zombie – just point a lightgun at it and it will show you what it had for dinner the night before. Your mum was right, it does pay to eat your greens. *House Of The Dead 2* is just fun, fun, fun with never a dull moment. What a thriller!



Overall

98%



Overall

94%



Overall

95%



Overall

95%

Synthasy

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Get online with our guide to becoming a fully-fledged member of the surfing community!

When it was first announced that the Dreamcast would ship with a built-in modem, jaws fell to the floor. From that moment on the Dreamcast was going to be more than just a games console, it was going to be the ultimate in-home entertainment system. Where else were you going to be able to get onto the Internet for under £200? Certainly not through a PC. So not only is the Dreamcast revolutionising the art of games playing, it's also revolutionising the Internet, bringing it to a whole new audience that didn't even know it existed.

With this feature DREAMCAST MAGAZINE is going to take you on a journey of the virtual world, a journey of discovery, starting at the beginning and ending somewhere you never even dreamt of. If you're ready, then let's go!

contact

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Alternatively...
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Fax: 01202 299955
Web site: www.dream-cast.net



Dreaming Of Connection

Hooking Up

Once you've plugged your Dreamcast into the phone line and you've placed your Dream Key disc (the passport to infinite knowledge) into your machine, just push the button and a whole new world will be opened before your eyes. A screen will appear welcoming you to the DreamArena and asking you to press start. Press the button and it will catapult you straight into the World Wide Web.



Presented by
SEGA

PRESS START BUTTON

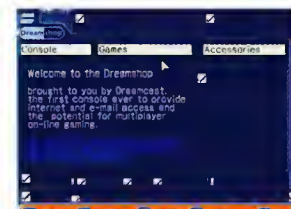
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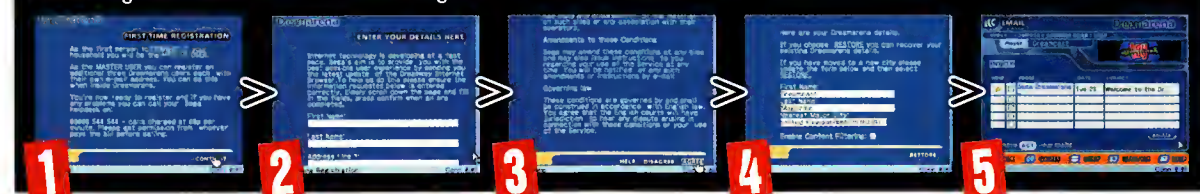
The DreamArena

Once you've logged on, your first port of call will be the DreamArena. This is the official Dreamcast Web site and only accessible via a Dreamcast. Once there you will have exclusive access to all the latest news, reviews, cheats, tips, competitions and all things Dreamcast – it wouldn't be an exaggeration to say that there is loads to do and see just on this one site, but it is only one of millions. One of the best features of the site is the chat area, which has a variety of different areas including: a reception, pub and sauna, where you can go and discuss games and exchange tips and hints with other Dreamcast junkies. The DreamArena also has a shop for all your Dreamcast merchandise as well as a lifestyle section that puts you on the Excite Internet browser to help you find anything non-Sega related.



LOGGING ON Online Registration

If you're logging on for the first time you will have to spend the first half an hour or so traipsing through what seems not unlike a mass of legal nonsense from Sega. Then you'll have to plough through yet more forms to allow you to register as an official Sega Dreamcast Internet surfer. You will be asked for all the standard details – name, address, telephone number – as well as an email address, passwords and all the gubbins you need to set your personal email account up with. With all your details handed over you will then be registered and be able to start browsing.



A Word Of Advice

> Get a Dreamcast keyboard. If you have any aspirations of becoming a king of the surf then the only way to do it is by kitting yourself out with the ultimate surfboard, it will make your job one hundred times easier and even quicker. If you're using the standard Dreamcast Controller you will find the whole process of exploring the Internet laborious and frustrating as you will spend ages trying to type in Web addresses – believe us, we tried!



Web Watch

What better way to while away the hours than to surf the Net?

This month's rich pickings come have been inspired by the contents of this issue. But be warned, some are quite bizarre! However, if you have favourite sites, then send the addresses to us and we'll check 'em out.

www.geocities.com/Area51/Station/6744

This one was inspired by *Vigilante 8: Second Offense* as the site is a tribute to the Seventies.

www.nj.com/yucky/worm

Well, there are various sites to do with worms out there, some more squirmish than others.

www.marvelcomics.com

For the ultimate in graphic comics, Marvel have yet to be beaten, and this comprehensive Web site offers much of the same.

www.the-eye.com/bggame.htm

A Web site devoted to the beautiful game. You'll find everything you could ever want to know about football here.

www.entertainment2000.com/

As the Millennium approaches ever nearer, just a few days left now, this site is busily counting down to that magic moment.

www.geocities.com/Athens/Forum/6909/dead.html

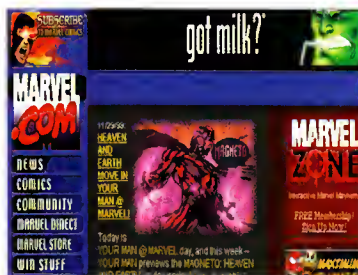
A tenuous link between Psychic Force and dead famous psychics – interesting, if a little bizarre, to say the least.

<http://members.tripod.com/%7Eyhadidi/taxi/taxi.html>

Crazy Taxi isn't all fantasy as they're based on the yellow cabs of the streets of New York, don't ya know!

www.dumbcriminalacts.com/

A site devoted to bungled crimes and the dopey criminals involved. Check it out, it's hilarious!

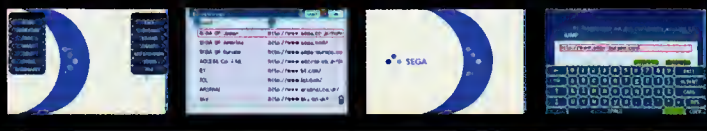


SURFING USA

> To help you find your way around the Internet with the Dreamcast controller and with greater ease, Sega have incorporated two menus which can be easily accessed by pressing the left and right shoulder buttons. Holding the relevant button will bring up a menu screen which will then allow you to access the following commands.

Left Shoulder Button		Right Shoulder Button	
Home	Will take you back to the main DreamArena page	Back	Will take you to the page that you were at previously
Bookmark	A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address	Forward	Will take you to the page that you've just come from if you've just left it
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting	Reload	Reloads the page that you're on
Mail	Will take you to the email facility so that you can send letters to friends	Cancel	Cancels a previous instruction
Chat	Takes you to the chat room menu in the DreamArena	Add Bookmark	Will add a Web site's address to your Bookmark list for future reference
Options	Allows you to change various settings, including sound and contrasts, on your screen	Zoom	The page will zoom in on an image or text on a page
Disconnect	Disconnects you from the Internet	File	Takes you to the VM unit menu where you can, in the future, save items

With technique mastered you're now qualified to roam the wilds of the Internet... but at your own peril. There are literally millions and millions of sites to explore covering all walks of life and a whole lot more. Happy hunting!



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Every game has one or two guys battling it out for supremacy, but who is the hardest of the hard men on Dreamcast? We asked the question on www.dreamcast.net, and here's what you said!

Dreamcast Hard Men

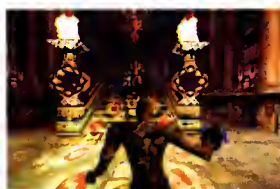
GARY STEWART

10 *The House Of The Dead 2/Sega*
Anyone who can wander around a zombie infested town and escape alive has got to be pretty hard in our books. Making blowing zombies' brains and intestines to pieces look as easy as stealing candy from a baby, this is one cop you don't want to mess with.



MICHAEL LEROI AKA SHADOW MAN

7 *ShadowMan/Virgin*
Michael LeRoi has proved time and again that he's hard as nails and so by this virtue alone he demands a place in this list. For a man who wanders the nefarious Deadside for a living there can only be two words: respect brother.



BUTCHER BROWN

6 *Ready 2 Rumble Boxing/Midway*
Mike Tyson move over, Butcher Brown has come to take your title of nastiest and meanest boxer in the ring. Built like a brick shit-house and biceps the size of your torso, Butcher isn't called Butcher without good reason... if you get my meaning



HAWK MANSON

4 *Fighting Force 2/Eidos*
Making a welcome return to the land of hard men, Hawk is back to work on the Dreamcast with more muscle and more guns, which also just happen to be bigger too. On a one man mission to save the world as an undercover agent, there's not many people who get in his way and survive.



KAGE MARU

9 *Virtua Fighter 3th/Sega*
The most rounded and arguably the most lethal of the Virtua Fighter crew, Kage and his jujitsu moves are enough to get us running with tail between our legs, even if he does wear a blue jump-suit.



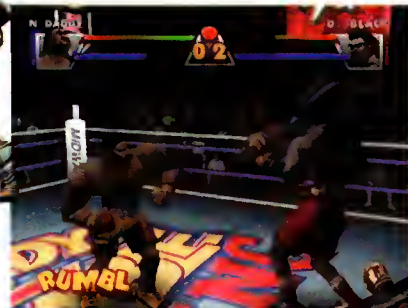
ALTUS

6 *Soul Fighter/Piggyback Interactive*
A swordsman of high calibre, Altus wanders the plains of Gomar looking to 'kill' anything that looks like a genetic mutant and moves only to save their soul. With giant sized sword in hand and bulging muscles to boot, Altus is one hard medieval warrior.



DAMIEN BLACK

3 *Ready 2 Rumble Boxing/Midway*
The ultimate hard man of the ring could also be the devil incarnate himself, such is his power, strength and devilish looks. With skin the colour of (actually let's not go there) and some of the meanest punch combos this side of the hell, Mr Black certainly isn't one to be messed with without due course.



NIGHTMARE

2 *Soul Calibur/Namco*
Having been transformed into the metal clad and deformed figure of Nightmare, Seigfried (as was) is now even harder and barbarous than before. Although he'd stick to the nearest magnet there's no stopping him cut and slash his way through anyone stupid enough to go near him. And with a sword that big, who's gonna mess?



EXPENDABLES

8 *Millennium Soldier: Expendable/Infogrames*
Although they're all one and the same, the soldiers, known as Expendables, are all rock hard as well as having a penchant for killing and guns. It seems that very little survives after an encounter with these man machines earning them a solid place in this list.



ASTAROTH

1 *Soul Calibur/Namco*
Somewhat unsurprisingly we find another Soul Calibur character propping up the top ten... In the end we plumped for the mighty axe-wielding, remorseless and plain vicious Astaroth as the hardest nut in the bag. Apart from anything else, he's giant sized and the abomination who we'd least like to meet down a dark ally, let alone meet on a date. There's no two ways about it - this guy is hard. Really hard.



Millennium Games Awards

Dreamcast Magazine #4

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As the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.
Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Cliff Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

1. Robotron 2084 (Arcade)
2. Quake II deathmatch (PC)
3. Goldeneye (N64)
4. Elite (BBC/C64/Atari ST)
5. Defender (arcade)
6. Ancipital (C64)
7. Tomb Raider (PlayStation)
8. Street Fighter II Turbo (Super NES)
9. Super Mario Kart (Super NES)
10. Tempest 2000 (Atari Jaguar)

Millennium Games Awards Entry Form

the top ten games that have changed my life are:

Dreamcast Magazine #4

1
2
3
4
5

6
7
8
9
10

Important: please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: **Play #59, 64 Magazine #37, PowerStation #46, 64 Salutions #17, DVD Review #10, Dreamcast Magazine #6 and Dreamcast Solutions #3.**



questionnaire

Dreamcast Magazine #4



The biggest games for the new Millennium

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Name:

Address:

Postcode

Daytime telephone number

I am prepared to attend the prize ceremony at HMV

☐ Yes ☐ No

Are you?

☐ Male ☐ Female

What age group are you in? (tick one)

- ☐ 10-17
☐ 18-25
☐ 26-35
☐ 36-45
☐ 46-50
☐ Over 50

Are you?

- ☐ Married
☐ Living with your partner
☐ Living with your parents
☐ Living alone
☐ Living in a shared house
☐ Divorced/separated
☐ Widowed

What is your occupation? (tick one)

- ☐ Director
☐ Manager

- ☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)

What is your household's total annual income?

- ☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you read regularly?

- ☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Do you own or intend to buy a console in the next 6-12 months?

- ☐ No
☐ Yes (Please tick all that apply)

Own Intend to buy

- | | | |
|----------------------|--------------------------|--------------------------|
| Sony PlayStation | <input type="checkbox"/> | <input type="checkbox"/> |
| Nintendo 64 | <input type="checkbox"/> | <input type="checkbox"/> |
| PC | <input type="checkbox"/> | <input type="checkbox"/> |
| Game Boy Color | <input type="checkbox"/> | <input type="checkbox"/> |
| PlayStation 2 | <input type="checkbox"/> | <input type="checkbox"/> |
| Dreamcast | <input type="checkbox"/> | <input type="checkbox"/> |
| New Nintendo console | <input type="checkbox"/> | <input type="checkbox"/> |

Do you own a computer?

- ☐ Yes
☐ No, but I intend to within the next 6 months
☐ No, and I don't intend to buy one in the next 6 months

Are you connected to the Internet?

- At work
☐ Yes
☐ No

At home

- ☐ Yes
☐ No, but I intend to be in the next 6 months
☐ No, and I don't intend to be in the next 6 months

Do you own a DVD player?

- ☐ Yes

What brand?

This survey came from PowerStation magazine.

- ☐ From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

once you have completed all these questions and the all important top ten, please send it back to:

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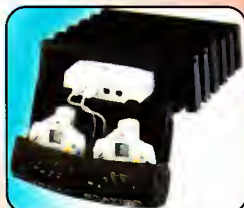
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Cool Boarders	RRP £39.99	£32.99
Dynamite Cop 2	RRP £39.99	£32.99
Formula 1 Racing	RRP £39.99	£32.99
House of the Dead 2	RRP £39.99	£32.99
House of Dead 2 & Gun	RRP £59.99	£52.99
Hydro Thunder	RRP £39.99	£32.99
Incoming	RRP £39.99	£32.99
Jimmy White's Cueball	RRP £39.99	£31.99
Metropolis Street Racer	RRP £39.99	£32.99
Millennium Soldier	RRP £39.99	£31.99
Monaco GP Sim 2	RRP £39.99	£31.99
Mortal Kombat Gold	RRP £39.99	£32.99
NBA 2000	RRP £39.99	£32.99
NBA Showtime on NBC	RRP £39.99	£32.99
NFL Blitz 2000	RRP £39.99	£32.99
Pen Pen	RRP £39.99	£31.99
Powerstone	RRP £39.99	£30.99
Psychic Force 2012	RRP £39.99	£32.99
Ready to Rumble	RRP £39.99	£32.99
Sega Bass Fishing & Rod	RRP £39.99	£52.99
Sega Rally 2	RRP £39.99	£32.99
Sonic Adventure	RRP £39.99	£32.99
Speed Devils	RRP £39.99	£31.99
Suzuki Alstare Racing	RRP £39.99	£31.99
Take the Bullet	RRP £39.99	£32.99
Tokyo Highway Chall'	RRP £39.99	£32.99
Toy Commander	RRP £39.99	£32.99
Trickstyle	RRP £39.99	£31.99
UEFA Striker	RRP £39.99	£31.99
Virtua Striker 2	RRP £39.99	£32.99
Virtua Fighter 3tb	RRP £39.99	£32.99
Worms Armageddon	RRP £39.99	£31.99
WWF Attitude	RRP £39.99	£32.99

All the games below are expected to be available prior to Christmas this year. Ring or visit our web site at www.gameplay.com for a more up to date schedule.

Dragon's Blood	RRP £39.99	£31.99
Fighting Force 2	RRP £39.99	£30.99
Marvel vs Capcom	RRP £39.99	£31.99
NFL 'QBC 2000'	RRP £39.99	£32.99
Plasma Sword	RRP £39.99	£31.99
Red Dog	RRP £39.99	£32.99
Re - Volt	RRP £39.99	£32.99
Resident Evil 2	RRP £34.99	£27.99
Roadsters	RRP £39.99	£31.99
Shadowman	RRP £39.99	£32.99
Snow Surfers	RRP £39.99	£32.99
Soul Calibur	RRP £39.99	£32.99
South Park Luv Shack	RRP £39.99	£25.99
South Park Rally	RRP £39.99	£32.99
Streetfighter Alpha 3	RRP £39.99	£31.99
Tee Off	RRP £39.99	£32.99
Vigilante 8 2nd Offense	RRP £39.99	£29.99
Virtua Striker 2	RRP £39.99	£32.99
Worldwide Soccer	RRP £39.99	£32.99

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GUARANTEE

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directory



Considering buying a Dreamcast game? Wait! Make sure you read our mini-review of it before parting with your hard-earned cash!

Well, the good ol' Dreamcast has been in the UK for about three months now, and there is an unprecedented array of software titles already cramming the shelves alongside it. However, we here at DREAMCAST MAGAZINE understand that you haven't all got money to burn, and you need to be sure that the game you are considering buying is up to scratch... which is where the DREAMCAST MAGAZINE Directory comes in. Every European game release reviewed in DREAMCAST MAGAZINE is included here in our patented, monthly updated handy to use reference guide.

Director-Key

Publisher:	The company that distributes the game.
Developer:	Who created the title in question.
Genre:	What style of game is it?
Issue:	Which issue of DREAMCAST MAGAZINE did the original review appear in?
Summary:	What is the game like?
We Say:	A quote taken from the original review.
Reviewer:	The member of the DREAMCAST MAGAZINE team who put the game through its paces.

Genre Descriptions

Action/Adventure	Blending exploration and puzzle solving with arcade action.
Beat-'em-up	Rely upon you beating merry-hell out of the opposition.
Party/Puzzler	Brain-ticklers usually for more than one-player.
Platform	Involves stacks of jumping and climbing.
Racing	Perhaps self-explanatory; includes cars, boats, bikes and planes.
Shoot-'em-up	Kill everything!
Sports	Soccer, American Football, Basketball, Golf, and so on.
Strategy/Simulation	Covers the likes of flight simulators and strategic war simulators.

AeroWings

Publisher: Crave
Developer: CRI
Genre: Strategy/Simulator
Reviewed: Issue 3

Summary: Originally called *AeroDancing* in Japan, Crave's flight sim is for those who like aimlessly flying around performing tricks. There's not enough variety and it could have done with some additional elements.

We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away."

Reviewer: Alex Warren **68%**



Blue Stinger

Publisher: Activision
Developer: Climax Graphics
Genre: Action/Adventure
Reviewed: Issue 2

Summary: Despite changes in the PAL version to take out slowdown this has next gen looks but shallow gameplay. If survival horror's your thing, try out *Resident Evil 2*, or wait for *Code Veronica*.

We Say: "It's *Blue Stinger*'s failure to really excite the player at any moment that is its main problem."

Reviewer: Graeme Nicholson **65%**



Buggy Heat

Publisher: Sega
Developer: CRI
Genre: Racing
Reviewed: Issue 2

Summary: Only really recommended for hard-core gamers and race junkies with perseverance.



The House Of The Dead 2

Publisher: Sega
Developer: In-house
Genre: Shoot-'em-up
Reviewed: Issue 1

Summary: A top-notch shooter that's better than the arcade version in many respects. It is only a gun game though so don't expect major replay value.

We Say: "This is one of the titles worth owning a Dreamcast for on its own, especially with the amazingly good lightgun to play with - blast some zombies today!"

Reviewer: Martin Mathers **91%**

Hydro Thunder

Publisher: Midway
Developer: In-house
Genre: Racing
Reviewed: Issue 1

Summary: Great fun water-based racer, especially in two-player mode, but nothing particularly original.

We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth."

Reviewer: Jem Roberts **79%**



Incoming

Publisher: Infogrames
Developer: Rage
Genre: Shoot-'em-up
Reviewed: Issue 2

Summary: Graphically up there with the best shoot-'em-ups, but lacking long term appeal. More arcade than sim.

We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*."

Reviewer: Louise Wells **76%**

Chef's Luv Shack

Publisher: Acclaim
Developer: Acclaim Studios Austin
Genre: Party/Puzzler
Reviewed: Issue 3

Summary: All the low-brow, seedy humour and antics you'd expect from a *South Park* game.

We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them. It's a game which is probably best played and enjoyed after a curry and a few pints of lager."

Reviewer: Alex Warren **76%**

Dynamite Cop 2

Publisher: Sega
Developer: In-house
Genre: Beat-'em-up
Reviewed: Issue 3

Summary: The world is in danger from evil terrorists who have kidnapped a cruise ship complete with 200 passengers - prepare for battle.

We Say: "Dynamite this game may be, but it has far too short a fuse, and leaves the player feeling a little cheated. There just isn't enough here to hold interest."

Reviewer: Mike Richardson **69%**

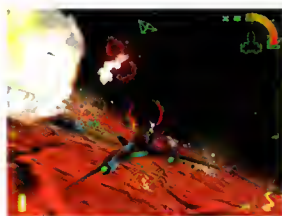
F1 World Grand Prix

Publisher: Sega
Developer: Video System
Genre: Racing
Reviewed: Issue 3

Summary: Offers all the thrills, spills and joy of real F1 racing, and enough adrenaline rushes to keep you up all night.

We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power."

Reviewer: Alex Warren **89%**



We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically."
Reviewer: Tom Sargent **80%**

Jimmy White's Cueball 2

Publisher: Virgin
Developer: Awesome Developments
Genre: Sports
Reviewed: Issue 3

Summary: All this game proves is that the Dreamcast and snooker are like chalk and cheese – refusing to mix.

We Say: "If you really must play, then you might as well pop down the local snooker or pool hall and do the real thing, at least it'll get you out of the house!"

Reviewer: Alex Warren **59%**

Millennium Soldier: Expendable

Publisher: Infogrames
Developer: Rage
Genre: Shoot-'em-up
Reviewed: Issue 1

Summary: A mindless shoot-'em-up but nonetheless great fun to play.

We Say: "If you're a seasoned gamer who remembers the likes of *Commodo*, *Ikari Warriors* or *Smash TV* then you'll know exactly what to expect from *Millennium Soldier: Expendable*."

Reviewer: Nick Roberts **80%**

Mortal Kombat Gold

Publisher: Midway
Developer: Eurocom
Genre: Beat-'em-up
Reviewed: Issue 3

Summary: This version breathes new life into *Mortal Kombat*.

We Say: "This is a *Mortal Kombat* game, and you're not going to find in-depth plot-lines and absorbing gameplay. Do we really need this kind of fighting game any more?"

Reviewer: Alex Warren **77%**



NFL Blitz 2000

Publisher: Midway
Developer: In-house
Genre: Sports
Reviewed: Issue 3

Summary: The beauty of NFL Blitz 2000 is that you don't need a clue about American Football to be able to enjoy it.

We Say: "If it's American Football you're looking for – then this title has it by the helmet full!"

Reviewer: Alex Warren **89%**

Pen Pen

Publisher: Infogrames
Developer: GE Co Ltd
Genre: Racing
Reviewed: Issue 2

Summary: A racing game for kids, but everyone will warm to it with such ridiculous characters to tinker with.

We Say: You are unlikely to see anything as breathtaking and daft in your gameplaying life. If you've got a few marbles loose, then you'll love it!"

Reviewer: Ben Lawrence **86%**

Power Stone

Publisher: Eidos
Developer: Capcom
Genre: Beat-'em-up
Reviewed: Issue 1

Summary: If Capcom decided to take a new direction with a beat-'em-up we sit up and listen, so should you. This game is truly wonderful.

We Say: "The level of detail in *Power Stone* is what will really impress – the backgrounds, animation and moves are really slick, just what you expect from a state-of-the-art console!"

Reviewer: Tom Sargent **92%**



Racing Simulation: Monaco Grand Prix

Publisher: Ubi Soft
Developer: In-house
Genre: Racing
Reviewed: Issue 3

Summary: A good F1 simulation with an amusing retro mode thrown in to break up the gameplay.

We Say: "The controls can be a little too sensitive. Nowhere as good as *F1 World Grand Prix*."

Reviewer: Mike Richardson **83%**

Ready 2 Rumble Boxing

Publisher: Midway
Developer: In-house
Genre: Beat-'em-up
Reviewed: Issue 1

Summary: Midway has produced a true next generation sports title with top animations and a stonking tongue-in-cheek sense of humour.

We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!"

Reviewer: Stuart Taylor **90%**



DVD Reviews

Cert: 15
Publisher: Warner Home Video
Price: £19.99

> One thing that's never in doubt is the attraction of *The Matrix* as pure gung-ho entertainment. Yes, you get a lot which will be the cause of many heated debates, but it's the sheer pace and exuberance of the action, coupled with a passion for weapons almost to the point of fetishism, and a sharp 5.1 soundtrack, that makes *The Matrix* a must-have DVD.

Warner could have done a *Titanic* and stripped this DVD bare for maximum profit, but instead we get one of the best action films of the decade on a DVD packed with everything the fan could want. A masterpiece. Damian Butt

5/5

El Mariachi/Desperado

Cert: 18
Publisher: Columbia Tristar
Price: £19.99

> *El Mariachi* is by no means a DVD filler for the bigger budget remake *Desperado*, as director Robert Rodriguez has provided one of the most in-depth audio commentaries ever put to digital versatile disc. He literally crams more information into ten minutes than some audio commentaries manage in a full hour and a half. The added bonus of a budget in *Desperado* allows Rodriguez to go all-out on action... and he does just that in spades! You'll also be pleased to know that *Desperado* will put your home cinema set-up through its paces, with crisp quality visuals and an ear-shattering Dolby 5.1 soundtrack... you can almost smell the gunsmoke! Stu Taylor

4/5

The Faculty

Cert: 15
Publisher: Entertainment In Video
Price: £15.99

> Most school kids probably felt at one time or another that their teachers were from another planet, but in *The Faculty*, they'd be right! When the teachers at an American school start inviting unruly pupils in for little one-to-one chats, after which they come out smiling and eager to learn, a group of misfits come to the obvious conclusion – they've been taken over by parasitic aliens! While it's pitifully devoid of extras, *The Faculty* is still entertaining. There are also homages to rip-offs of *The Thing*, *Aliens* and the aforementioned *Body Snatchers*, so you end up with what is basically *Scream* with tentacles. In all, it's not as good as the films it references, but *The Faculty* is still good, slimy fun. Andy McDermott

5/5

continued

continued

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PANEA
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131 5MPH

CD Reviews

Fight Club: Soundtrack

Label: Restless

> One of the most outstanding movies of 1999 is accompanied by one of the most aurally intense film soundtracks since *Lost Highway* and *Lock, Stock & Two Smoking Barrels*. Composed, arranged and produced by techno gurus The Dust Brothers, *Fight Club* is an atmospheric experience, comparable to *Massive Attack* and *Nine Inch Nails*. The excellent *This Is Your Life* narrated by Brad Pitt is the perfect antidote to those of us who found Baz Luhrmann's *Sunscreen* single intensely irritating. Pearls of wisdom such as "this is your life, and it's ending one minute at a time" will perversely amuse and horrify, particularly as there are plans to release the track as a single. **Stu Taylor**



5/5

Marilyn Manson: The Last Tour On Earth

Label: Nothing

> Love him or loathe him, you can't help but admire the unashamed rockstar style of Brian Warner (aka Marilyn Manson). His music and image are just as misunderstood as the likes of Mick Jagger, Jimi Hendrix and David Bowie were in their heyday... and how controversial do they seem now? So, perhaps Mr Manson's unique rock tunes will be filling elevators in 20 years time, but how does his first live album shape up now? Fans of *The Matrix* will instantly recognise the stonking rendition of *Rock Is Dead* (a prominent ditty in the film), which is backed up by classic Eurythmics cover *Sweet Dreams*, and new studio track, *Astonishing Panorama Of The Endtimes*... just the kind of apocalyptic nonsense you need to see in the new millennium. **Stu Taylor**



4/5

Beck: Midnite Vultures

Label: Geffen

> 'The artist formerly known as Beck' returns sounding more like the Prince of yore. The funky influence resonates throughout the entire album, from the high-low double vocals of *Peaches & Cream* to the hilarious sex-god-style falsetto on *Debro*. Apart from the countrified *Beautiful Way*, it's a million miles from the mainly bluegrass-folk mix of last year's *Mutations*. But fans of the funkier tracks on *Odelay* certainly won't be disappointed. **Phil King**



4/5

Re-Volt

Publisher: Acclaim
Developer: Acclaim Studios Croydon
Genre: Racing
Reviewed: Issue 3

Summary: Does for the racing genre what Red Bull did for vodka – injecting it with a much needed dose of energy and frivolity.

We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds. Gameplay is equally pleasurable, with the whole package rounded off with a spectacular soundtrack."

Reviewer: Alex Warren

86%

Red Dog

Publisher: Sega
Developer: Argonaut
Genre: Shoot-'em-up
Reviewed: Issue 2

Summary: The best shooter to hit the Dreamcast so far and hopefully a positive portent of things to come.

We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner."

Reviewer: Roy Kimber

85%

Sega Bass Fishing

Publisher: Sega
Developer: In-house
Genre: Sports
Reviewed: Issue 3

Summary: Brings fishing to a whole new audience and you don't even have to enjoy the real thing to enjoy the pleasures of this fantastic simulation.

We Say: "Sega Bass Fishing is a fantastic game and whatever your attitude to the sport of fishing is now, it will only go up in your esteem after having experienced the delights of it on your Dreamcast."

Reviewer: Alex Warren

80%



Sega Rally 2

Publisher: Sega
Developer: In-house
Genre: Racing
Reviewed: Issue 1



Summary: Sega has come up trumps with another excellent coin-op conversion that will surely sell the Dreamcast by the car boot load.

We Say: "It may not be the best racing game to hit the console, but the arcade action is currently unrivalled and is a must buy for anyone looking for an intro into the racing genre."

Reviewer: Paul Morgan

91%

Snow Surfers

Publisher: Sega
Developer: UEP Systems
Genre: Racing
Reviewed: Issue 3

Summary: Hit the slopes for some snow boarding action, in the latest instalment in UEP System's *Cool Boorders* franchise.

We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it."

Reviewer: Alex Warren

62%

Sonic Adventure

Publisher: Sega
Developer: Sonic Team
Genre: Action/Adventure
Reviewed: Issue 1

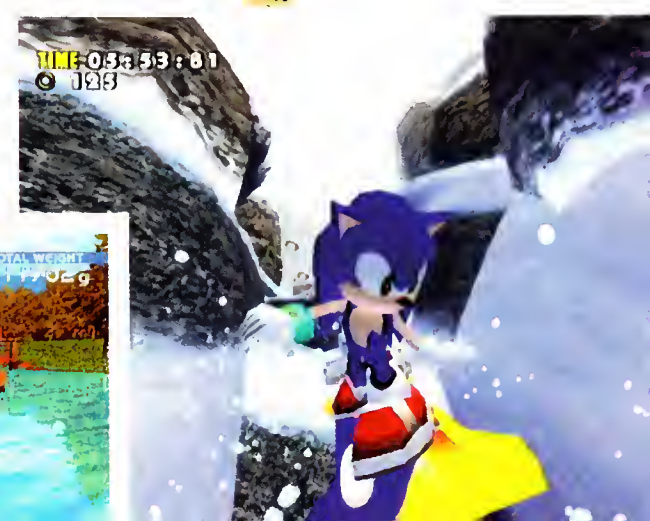


Summary: An outstanding example of Dreamcast gameplay – it's Sonic for heaven's sake, you know you're going to buy it!

We Say: "He's back! Sega has dusted down its blue mascot and give him a new adventure to star in. Despite many regrettable aspects, *Sonic Adventure* was the first genuinely must-have game for the Dreamcast."

Reviewer: Jem Roberts

90%



Soul Calibur

Publisher: Sega
Developer: Namco
Genre: Beat-'em-up
Reviewed: Issue 2



Summary: With *Virtua Fighter* already getting stale, *Soul Calibur* takes over as the best fighting game you'll ever play. An essential Dreamcast purchase.

We Say: "Namco is famous for its *Tekken* arcade and console series. The company is the undeniable king of the fighting game and now Namco has excelled itself with its first Dreamcast release."

Reviewer: Stuart Taylor

94%

Soul Fighter

Publisher: Piggyback Interactive
Developer: TOKA
Genre: Action/Adventure
Reviewed: Issue 3

Summary: A welcome relief from arena fighting games, without the serious side of the adventure genre, but can get repetitive.

We Say: "Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much."

Reviewer: Mike Richardson

83%



Soul Fighter might not be a must-have title but beating people up is as much fun as it's ever been!



Speed Devils

Publisher: Ubi Soft
Developer: In-house
Genre: Racing
Reviewed: Issue 2



Summary: A superb racer which is more than a match for *Sego Rolly 2*, just the sort of thing the Dreamcast needs for success.
We Say: "Ubi Soft's first Dreamcast racer makes *Sego Rolly 2* look about as exciting as driving a supermarket shopping trolley!"

Reviewer: Roy Kimber

92%

Suzuki Alstare Extreme Racing

Publisher: Ubi Soft
Developer: Criterion
Genre: Racing
Reviewed: Issue 2

Summary: A fast and slick motorbike racer, with everything a Suzuki fan could want.

We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap. However, the bikes are tough to control. Try before you buy."

Reviewer: Sney Noorani

81%

Shadow Man

Publisher: Acclaim
Developer: Acclaim Studios Teeside
Genre: Action/Adventure
Reviewed: Issue 3



Summary: If you have a trigger-finger and a penchant for killing everything that dares to stand in your way, *Shadow Man* will fulfil all your sick and disturbing fantasies... and then some.

We Say: "It all fits perfectly together, creating a game which is so well-balanced and compelling that if you don't make a beeline for the shop, the *Shadow Man* might just come and get you!"

Reviewer: Alex Warren

90%



[2]

Tokyo Highway Challenge

Publisher: Crave
Developer: Genki
Genre: Racing
Reviewed: Issue 3

Summary: Some gorgeous graphics are let down by a distinct lack of courses, with gameplay that leaves much to be desired.

We Say: "The graphics look like *Gron Turismo 2*... if you stand back and squint a bit. Tokyo Highway Challenge isn't one of the best Dreamcast racing games."

Reviewer: Alex Warren

73%

Toy Commander

Publisher: Sega
Developer: No Cliché
Genre: Strategy/Shoot-'em-up
Reviewed: Issue 2

Summary: This beautifully designed piece of gameplay will keep even hardened gamers occupied for hours on end.

We Say: "The game is a dream to play, with very little slowdown and a graphics engine which is solid, producing few glitches. And no, it's not just for the kids!"

Reviewer: Louise Wells

86%

Trick Style

Publisher: Acclaim Entertainment
Developer: Criterion Studios
Genre: Racing
Reviewed: Issue 2

Summary: An impressive showcase for the Dreamcast and a fun way of christening your console, but with little lasting appeal.

We Say: "Trick Style is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great. Speed freaks will be disappointed as it



is not really a high adrenaline experience."

Reviewer: Stuart Taylor

79%

UEFA Striker

Publisher: Infogrames
Developer: Rage
Genre: Sports
Reviewed: Issue 2

Summary: A decent soccer game, but we can't help but feel there's better round the corner.

We Say: "It's very much from the old FIFA pick-up-and-play mould that is enough to satisfy the more casual player, but for die-hard enthusiasts, it all feels a bit too watered-down to get seriously engrossed in."

Reviewer: Ryan Butt

82%

Virtua Fighter 3th

Publisher: Sega
Developer: AM#2
Genre: Beat-'em-up
Reviewed: Issue 1



Summary: Masterpiece of an arcade conversion, this game will blow you away.

We Say: "An arcade perfect conversion of a great game. VF3th may not be the best one-player game in the world, but if you've got some mates it's the game for you!"

Reviewer: Simon Hill

93%

WWF Attitude

Publisher: Acclaim
Developer: Acclaim Sports
Genre: Sports
Reviewed: Issue 3

Summary: Big, fat, hairy freaks dressed in lycra seek wrestling maniacs for some fun loving.

We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it. Officially the worst game released for the Dreamcast so far."

Reviewer: Alex Warren

41%



[1]

[1] It might look just like the N64 version — heck it probably is! [2] *Shadow Man* yet another fantastic game from the superlative Acclaim stable.

Videos

Panzer Dragoon

Cert: PG
Publisher: ADV Films
Price: £12.99

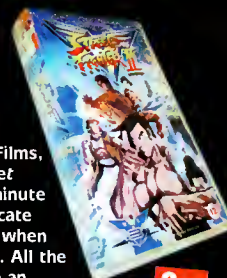


4/5

> Fans of the series of *Panzer Dragoon* videogames that appeared on the ill-fated Sega Saturn could do worse than checking out this cool animated *Panzer Dragoon* movie. The plot of the half-hour film sees the heroic Kyle forming an alliance with Blau, a blue dragon, so that he can rescue his girlfriend. *Panzer Dragoon* will make you pine for a Dreamcast rendition of this excellent Saturn game... and the story's not bad either!

Street Fighter II Vol 3

Cert: 12
Publisher: ADV Films
Price: £12.99



3/5

> Hey kids! Are you sick of *Street Fighter* yet? Hmm, thought not, and so did ADV Films, who has released its third volume of *Street Fighter II* animated adventures. This 85-minute package sees Ken and Rya's mission to locate the world's greatest fighter's take a turn when they collide with a gang of martial artists. All the favourite characters from the series make an appearance, so this could be the best way of resting your thumbs in-between *Street Fighter Alpha 3* tournaments.

Comics

Tomb Raider

Publisher: Top Cow/Image
Price: £1.75



2/5

> There's no doubting that having the adventures of Lara Croft rendered in glorious Dreamcast-o-vision would do wonders for our humble games console. However, since Core still has yet to commit to *Tomb Raider* on Sega's wonder machine we'll have to make do with Top Cow Image's comic book rendition instead. Hang about, no we don't... because it's crap! Why? Well, since when did a genuine Brit girl talk like a Valley Girl from the good ol' US of A?

Sin City: To Hell And Back 5

Publisher: Maverick/Dark Horse
Price: £1.75



5/5

> The latest *Sin City* series of gritty film noir-style adventures is just as violent, funny and entertaining as the previous efforts. Don't be put off by the black and white artwork, it doesn't mean that this book is cheap. Far from it, you get more unforgettable scenes, quotable dialogue and two-gun action than you'd get for the same price with other inferior books.

Blade Of The Immortal: Heart Of Darkness 5

Publisher: Studio Proteus/Dark Horse
Price: £1.75



5/5

> The fifth chapter of *Heart Of Darkness* is actually the 39th consecutive *Blade* comic translated from the original Japanese manga by Dark Horse in America. Stylishly written and drawn by Hiroaki Samura, *Blade* is often violent and uncompromising, but is always a lavish and intoxicating read. Fans of the *Soul Calibur* mythology could do worse than check out this understated beauty.

stuff & nonsense

Hey, kids! It's not all games, games, games. There's a whole host of assorted non-game goodies out there demanding your attention, and we here at DREAMCAST MAGAZINE have picked out some of the best.



ZX 700 Series Personal Organisers

Manufacturer: Canon
Tel: 0181 459 1266
Cost: from £59.99

Life in a mess? Then you'll be needing one of these then to sort it out, or at least give you the opportunity to do so. This little baby has all you need with address book, telephone directories, schedule book as well as a whole load of other gubbins. Of course the beauty of all this is that it fits in your pocket to give you that extra bulge.



MF-PD330 MP3 Player

Manufacturer: LG Electronics
Tel: 01753 500 400
Cost: £130

'What the hell's an MP3 player, and more to the point what's an MP3?' Well, MP3's are sound files that can be downloaded from the Internet and into your computer and then put onto an MP3 player. The best thing, however, is that they sound great. So now we have MP3 players infiltrating the market, meaning that you can take these high quality sounds wherever you go. Not only do they sound great, they look great too, as is amply demonstrated by LG's MF-PD330 – and weighing in at a massive 60 grams it's not going to weigh you down either. Which is nice!

DigiMon

Manufacturer: Bandai
Web site: www.bandai.co.uk
Cost: £6.99

Tamagotchis take on a new life style with Bandai's new DigiMon. Not only do you get to do the usual sort of thing such as train and feed your little pocket monster, you also get to do battle with other owners by way of a special connection whereby they interlock with each other. Fighting Tamagotchis – whatever next?



Dream Station

Manufacturer: Logic 3
Tel: 020 8902 4422
Cost: £19.99

The perfect accompaniment to your new Dreamcast, the Dream Station will hold and protect your new console so that nothing can harm it, not even the pesky little brother who can't wait to get his clammy little hands on it. Although it only holds two controllers and is prevents you from putting a new game in with any ease it does at least keep the house tidy.

MZ-R55 MiniDisc Player

Manufacturer: Sony
Tel: 0990 111 999
Cost: £250

At a mere 79 x 19 x 84mm the MZ-R55 isn't very large and fits snugly into the palm of the hand, where it feels very much at home. But that's not to say that the sounds that it creates aren't large, because this is one of the best sounding portable MiniDisc players on the market and the fact that it looks pretty goddamn cool means that it's going to make you look pretty cool too.

V-90 Digital Voice Recorder

Manufacturer: Olympus
Tel: 0800 072 0070
Cost: £99.99

As futuristic looking gadgets go the V-90 digital voice recorder is surely also one of the coolest... and useful. Weighing in at just under 45grams and no bigger than your fist it's amazing how much technology fits into such a small space. The V-90 has three folders, which are capable of holding 99 recordings each on an 8MB memory chip with up to 90 minutes worth of recordings. Plus with an added bonus of a voice activation function and an alarm clock feature you don't want be to leaving home without one... particularly if you're an interviewer.

Sound Station

Manufacturer: Logic 3
Tel: 020 8902 4422
Cost: £49.99

Having trouble hearing all the explosions and sound effects from your Dreamcast? Then this is the gadget for you. The Logic 3 Sound Station is the perfect sound accompaniment for Dreamcast users with a 300 Watt PMPO and a 3 way sub-woofer system for sounds that sound as if they really are in the room with you. But not only does it sound great it also looks really quite cool too.

IXUS X-1 Camera

Manufacturer: Canon
Tel: 0181 459 1266
Cost: £129.99

Some cameras you can take virtually anywhere. Some you can't. The IXUS X-1 belongs in the former group. Because of its size it can go anywhere and because of its water-resistant nature you can take it out in the rain as well as up to five meters underwater. So it really will go anywhere. On top of all that it has all the latest APS technology jammed inside its cramped innards making it one sexy little camera.





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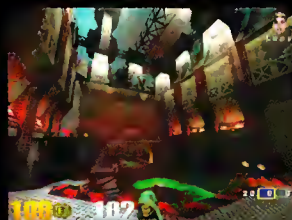
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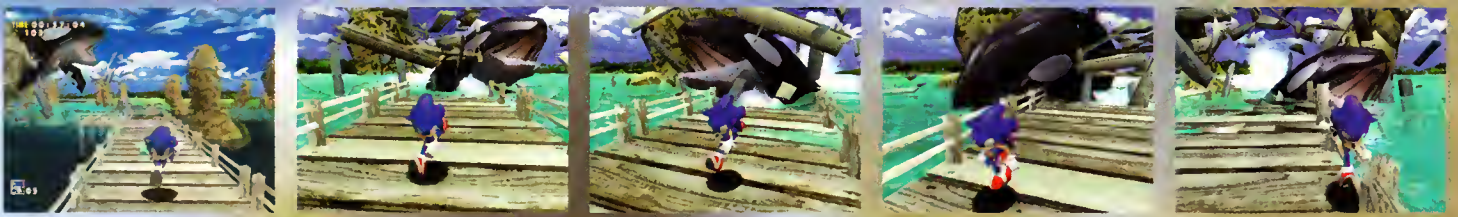


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dream moment

Number 001

Level 1 Emerald Coast

Sonic Adventure



Sonic has a (killer) whale of a time!

✦ **A certain blue-toned cartoon hedgehog played a significant part in establishing the mighty Sega Mega Drive as the console of choice during the early-Nineties.**

Sega looked to Sonic to generate the same excitement on the Dreamcast and *Sonic Adventure* proved to be *the* game of choice during the Dreamcast European launch on 14 October 1999. The developer, Sonic Team, had worked wonders with Sega's most recognisable character, placing the hedgehog and his cohorts in a fully interactive 3-D world for the first time.

Whilst the game is full of classic gaming moments, the first one that leaps up and smacks you around the face like a wet kipper appears towards the tail-end of the first Emerald Coast track. Sonic careers across a rickety-looking bridge between two islands when out of the azure depths leaps a huge killer whale. Gamers collective jaws dropped as the hirsute heroic hedgehog pegs it down the deck, whilst *Free Willy's* cousin demolishes the bridge behind him. It's got action, it's got adrenaline, it's got excitement, and it's got Sonic. Without a doubt, truly a Dream Moment.

If you would like to submit a Dream Moment to *Dreamcast Magazine*, please send in your suggestions to 'Dream Moment' at *Dreamcast Magazine*, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.

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